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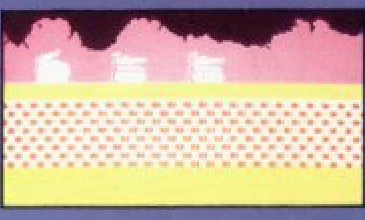
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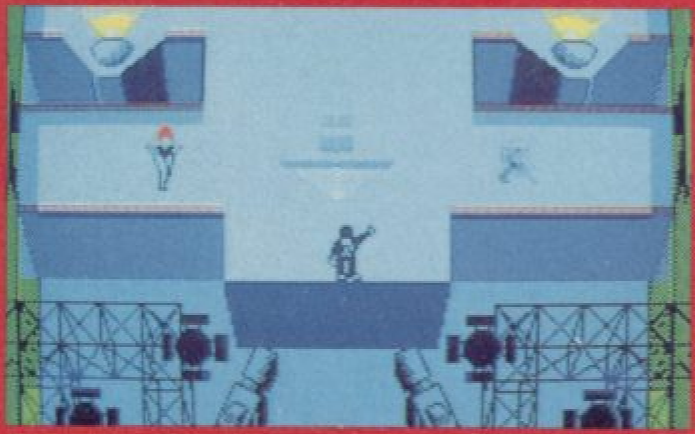
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If Tom Guise doesn't stop telling Big Al' to 'just call him Tom' he's going to be in serious trouble! Signing off from another issue, stay cool folks.

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THE FUN 4

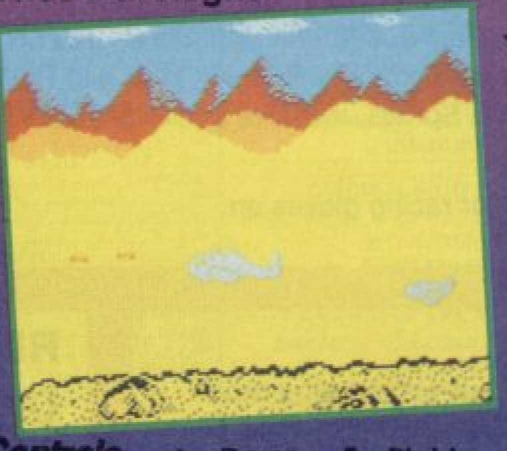
On this month's fun four you can shoot up the enemy in a war chopper, learn something about the history of the dinosaurs, play the superb third part of The Axe of Kolt and of course get your fix of POKEs from Pokemania. However we've added a little more spice to the Fun Four with the first of a new series of music demo programs, all the way from Greek Speccy god Theo Develegas.

★★★★★★★★★★★★★★★★★★★★★

ATAC

Load In 48K Mode

Atac puts you behind the controls of an armoured attack helicopter out on patrol in enemy country. Fly through the levels bumping off supply trucks, enemy aircraft, rocket launchers and objects that look dangerously like flying pigs. The concept is simple in the style of old classics such as Harrier attack so load up and blast away.



Controls

Q - up	A - Down	P - Right
	O - Left	M - Fire

Your heli is equipped with armour plating which allows you to be hit by enemy aircraft or fire a number of times before you lose a life, the indicator for armour strength is on the top right hand side of the screen. On the top left there's a fuel gauge and on the bottom left hand side are three 'L's which represent your lives. Make sure to keep your chopper in the air 'cos if you crash you will immediately lose a life - your shields will be of no use.

THE AXE

HELP!

If anyone has been having trouble getting through The Axe Of Kolt parts one or two (on January and February '93 issues) here's some helpful hints straight from the author. If you think we've managed to perpetrate the largest body of spelling errors in the history of magazines you're wrong. The answers are in fact in code: So you need only translate and see whichever clue you need and leave the rest a mystery. The key to this code is easy. Just move forward one letter to get the correct one ie. DWZLHMD = EXAMINE. Good luck. We'll print help sheets for parts three and four next month.

PROBLEMS PART 1

1. Don't know what to do in Hengemire at start of game:
2. What do you buy in the market:
3. Have no oil for your lamp:
4. Get killed by outlaws in the forest:
5. Killed in the pass by the dwark:
6. Get trampled by the dwark when in the snowdrift:
7. Dwark catches you when you try to escape:
8. Dwark kills you when you surface a second time:
9. Killed when you try to go down mountain in dark:
10. Have reached Shorfield - now what:
11. Need something to chop logs with:
12. Still get killed by outlaws in forest:
13. What do you say to the Ferryman:
14. Where are the materials to repair the boat:
15. How do you straighten the bent rod:
16. The blacksmith won't help you:
17. The innkeeper won't change your gold coin:
18. What do you say to the Sergeant:
19. The Ferryman needs some nails:
20. What do you offer to the apprentice:

PART 2

21. Get killed when you fo northwest from the fork:
22. Don't really know what to do first:
23. Etherug won't come out:
24. Hear two men arguing:
25. How do you achieve the last answer:
26. Can't find anything in the garden shed:
27. Need something to fire at the men:
28. Where is the archer hiding:
29. The archer kills you as you approach where he is hiding:
30. How do you prove to Etherug that his enemies have gone:
31. What do you do when Etherug asks what you want:
32. Can't find anything in the cottage:
33. Have only found a book in the drawer:
34. Can't read writing on the piece of paper:
35. Where do you find food for Etherug:
36. Etherug refuses the white bird:
37. What do you do when you see the dove:
38. The dove flies off when you try to get it:
39. How do you get what is in the pod:
40. What do you do with the book:
41. How do you cross the river safely:
42. Get bitten by a spider:
43. Scare a boar which then runs off:
44. A Xixon warrior chops your head off:
45. The warrior then hacks your legs from under you:
46. The Xixon runs off after losing his sword:
47. Can't get back across the river:
48. How do you kill Morgeth:
49. Where do you find this projectile:
50. How do you make the above:
51. Where do you find some glue:
52. The resin goes hard:
53. Need some poison:
54. Where do you kill Morgeth:

DINOSAURS

Load In 48K MOde

There seems to be a craze of Dinosaurs sweeping the country at the moment, what with the TV program, lots of books and documentaries and a forthcoming Stephen Spielberg movie about them - Jurassic Park. So brush up on your knowledge of he creatures that once ruled the earth in a fun way with SU's Dinosaurs prog. You get a history of the great reptiles plus digitised images and background information on eight of the most famous. 'Cor this Spectrum lark, educational or what?



Controls

Load up and follow the menu (Keys 0 - 9)

The Axe Of Kolt

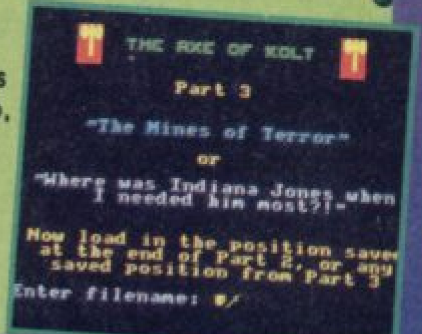
Part 3 *Load In 48K Mode*

Wey Hey, did you get through part 2? Did you bump off Morgeth? What did Etherug say to you, did you find out how to get past the accurate archer? Well, if you didn't there's a help sheet on the next page to help you out. If you did then why not get your teeth into part 3 - 'The Mines Of Terror'. Let's see how well you fare out in the underworld!

You may start this adventure only by loading your saved position at the end of Part 2. Remember to save your position whenever you stop to rest or when you finish this part - allowing you to progress to part 4.

Controls

Type in commands such as Go, Examine etc.



POKEMANIA

Load In 48K Mode

Turbo has some recent games on tap this month to make your life easier, as well as some classic ones. Just load them up, select which one you want then load your game. Nowt could be simpler.

MUSIC DEMO

Load In 48K Mode

More musical madness from Theo. Ten tunes to keep you happy - an added bonus which should really make this tape a Fun Five, but we're too modest to admit it.

Controls Keys 0 - 9

OF KOLT

55. Morgeth is NOT killed by the poisoned dart:

56. Where are these magic words:

57. What do you do after you have killed Morgeth:

SOLUTIONS PART 1

1. VZS NM SGD FQDDM SGDM FN SN SGD HMM - ATX RNLD ZKD
2. XNT VHKK MDDC RNLDSGHMF SN KHFGS XNTQ VZX, SN JDDO XNT VZQL ZMC SN OQNSDBS XNTQ ANCX
3. VZHS HM SGD LHCCKD NE SGD UHKKZFD FQDDM
4. XNT BZM'S FN SGZS VZX TMSHK SGD NTSKZVR ZQD FNMD - SQX SGD OZRR
5. XNT LTRS CHUD HMSN SGD RMNVCQHES VGDM HS ZSSZBJR
6. FN TO SGDM DXRS VGDM SGD CVZQJ FNDR OZRS
7. CHUD HMSN SGD RMNVCQHES ZFZHM
8. SGQNV SGD QNBJ ZS HS
9. FN DZRS HMSN SGD BZUD
10. UHRHS SGD BNSSZFD FZQCDM ZMC SZKJ SN VGN XNT LDDS SGDQD
11. XNT BZM ATX HS ZS SGD LZQJDS
12. ZESDQ XNT LDDS SGD EZQLDQ, FN SN SGD QHUDQ EQNMS
13. RZQ "BQNRR QHUDQ"
14. FNSN SGD RZVLHKK ZMC SZKJ SN SGD RZVXDQ. RZX "MDDC VNNC"
15. UHRHS SGD ENQFD ZMC RGNV HS SN VGN HR SGDQD
16. AQHAD GHL VHSG Z BNNK CQHMJ
17. XNT LTRS DZQM HS. FN AZBJ SN GDMFDLHQD ZESDQ XNT UHRHS SGD ENQFD
18. SDKK GHL VGDQD SGD NTSKZVR ZQD
19. RZX SGZS SN VGN XNT VHKK MNV LDDS ZS SGD ENQFD
20. RNLDSGHMF RGZQO

PART 2

21. XNT LTRS AD VDZQHMF SGD BGZHM LZHK
22. DWOKNQD DUDQXVGDQD, DWZLHMD ZMC RDZQBG DUDQXSGHMF, SGDM JMNBJ NM SGD CNNQ HM SGD NZJ SQDD
23. XNT LTRS FDS QHC NE SGNRD GD EDJQR - ZESDQ GD RODZJR FN VDRS ZS SGD ITMBSHNM NE OZSGR
24. KNNJ SGQNTFG SGD GDCFG - XNT LTRS LZJD SGDL EHFGS DZBG NSGDQ
25. LZJD Z "LHRRHKD SGQNVDQ" - UHRHS SGD FZQCDM RGDC
26. SQX ADGHMC SHD CNNQ
27. ITRS EHMC Z RSNMD SGDM
28. DWZLHMD SGD GDCFD ZS SGD ITMBSHNM
29. CNM'S FDS SNN BKNRD SGDM
30. RGNV GHL SGD RODZQ ZMC ANV
31. GZVD XNT UHRHSDC SGD BNSSZFD XDS?
32. DWZLHMD SGD SZAKD
33. SQX STQMHMF SGD CQZVDQ NUDQ
34. RGNV HS SN DSGDQTF
35. GZUD XNT RDDM ZMXSGHMF SGZS EKHDR
36. VQNMF NMDI FN SN SGD NQBGZQC
37. DWZLHMD HS - XNT MDDC VGZS HR HM HS'R ADZL
38. DMSHBD HS CNVM - DWZLHMD SGD EKNVDQR HM SGD BNSSZFD FZQCDM
39. RGZJD HS GZQC
40. FHUD HS SN DSGDQTFZESDQ GD GZR QDZC SGD OZODQ
41. SGD CVZQE VHKK OQNUHCD SGD LDZMR
42. AQTRG HS NEE, SGDM JHKK HS
43. SGQNV SGD RODZQ ZS HS
44. CTBJ!
45. ITLO!
46. SGQNV SGD RODZQ ZS GHL
47. SGD KHPTHC HR DEEDBSHUD ENQ Z KHLHSDC MTLADQ NE LNUDR. XNT LTRS EHMC NTS VGZS NQCDQ SN CN SGHMFR HM
48. DWZLHMD SGD RODZQ. XNT BZM TMSHD HS. SGD STAD BZM AD TEDC ZR Z AKNVOHOD. XNT LTRS LZJD Z OQNIDBSHKD SN AKNV EQNL HS
49. DWZLHMD SGD SGNQM ATRQ NM SGD VDRS RHCD NE SGD QHUDQ
50. RSHBJ SGD SGNQM ATRQ NM SGD VDRS RHCD NE SGD QHUDQ
51. DWZLHMD SGD RZOKHMF SGDM RMZO SGD AQZMBG NEE
52. CHO, CZA N Q ONJD SGD SGNQM HMSN HS
53. DWZLHMD SGD CDZC ROHCDQ
54. DWZLHMD SGD AQZLAKDR
55. XNT LTRS RZY SGD LZFHB VNQCR SN LZJD SGD ONHRHM LNQD ONVDQETK
56. DSGDQTF VHKK QDZC SGDL SN XNT
57. DWZLHMD GHQ ANCX

UPfront

INTO THE PUBLIC DOMAIN

Two of the Speccy's best know PD Software libraries (I say best known but PD hasn't been nearly as well developed on the Spectrum as it has on other formats), Prism PD and Total PD have joined forces under the Prism banner. Martyn Sherwood, Mr. Prism has been working hard to bring the two together and claims that doing so has now increased the chances success. Certainly with the slow down in and eventual demise of commercial releases most dedicated Spectrum users are going to have to investigate this area sooner rather than later.

Public Domain is basically software which, unlike commercial programs, can be freely copied and distributed as long as it remains in its original form (ie. is unmodified) or isn't sold for profit. Thus the cost of the software, if you send off for it the cost is usually minimal - just enough to cover the cost of the medium (disk or tape) and some admin. Prism PD will supply twelve programs for £2.00 if you send in your own media and can copy them onto microdrive, +3 Disk, +D Disk and cassette.

For more details contact Martyn Sherwood at Prism PD, 13 Rodney Close, Bilton, Rugby, CV22 7HJ.

THERE BE GOLD IN THEM THAR GAMES...

Kixx, US Gold's budget software house have just announced one of the wickedest sales promotions this mag has seen in a while. No, they're not giving away free knitting patterns with every copy of Street Fighter, they are in fact giving away a free game if you buy one before the end of August 1993.

Basically the routine is this: Buy a Kixx Game with the special Kixx Free offer sticker and order form. Make sure you get a receipt. Fill out the order form with your first, second and third choice of free game (from a list included). Get a postal order for £1.50 to cover post and packaging and send it, the order form and the receipt (as proof of purchase) off to Kixx. They will then send you one of the games you chose (subject to stock availability). Now if that isn't a neat deal I don't know what is: Get your hands on two games for £5.50. In the shops now.

SU CREW



ALAN DYKES
Big Al' has gone completely out of his tiny little mind this month. For a start he's desperately heartbroken at the sudden departure of Yvette Nichols (a year late) to New Zealand. But even worse he also thinks he's Guile out of Street Fighter 2, which is a bit sad 'cos he looks more like E. Honda. (Who wrote this? They're fired!)



SARA PRUCE
Whooa! We've got a new girlie art editor up in SU Towers, Sara Pruce. It's a hard job filling Yvette's shoes but Sara who is roughly the same size fits the bill marvelously. Her fave occupations are telling Big Al' off (she learns quickly)and going to raves. Her fave games are shoot 'em ups 'cos she's tough she is!



YVETTE NICHOLS
Boo hoo, it's time to wish a tearful bye bye to the top designer and SU pin up from the southern hemisphere, Yvette 'Scalpel' Nichols. She's packing it all in to go home to New Zealand, learn more about sheep and light aircraft, and get back to were the surf never sets. Bye Yvette we'll all miss you. (Good that's got rid of her.)

GARTH SUMPTER
Garth has a completely new image these days - thanks to a few visits to Paris and a



Christmas/New Year holiday spent in a tiny cottage in the Lake District with five Scandinavian supermodels. He wears dark glasses and tuxedos to work, smokes French cigarettes and eats caviar. It's a pity about the Brummie accent though.



PHILIP LINDEY
What? Another departing member of the SU Crew? Well, yes actually. Philip has bummed off to the green pastures of old Ireland to live in a cottage and paint highly artistic representations of certain species of flora and fauna in various states of undress. Parting comment: 'God it's good to get away from all my admiring fans, keep on Speccing folks'!



STEVE KEEN
Steve 'Ken, Ryu, Guile, Honda, Chun Li, Bison, Dhalsim, etc.' Keen has just been voted the world's most influential authority on Street Fighter 2. He can't actually play it to save his life but he theoretically knows more tricks, moves and slick, surefire ways to win than anyone else on the planet.

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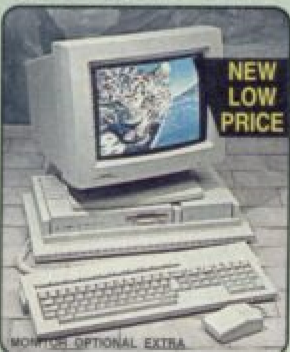
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ATARI FALCON 030
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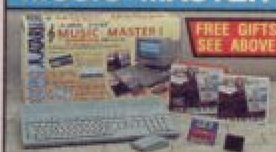
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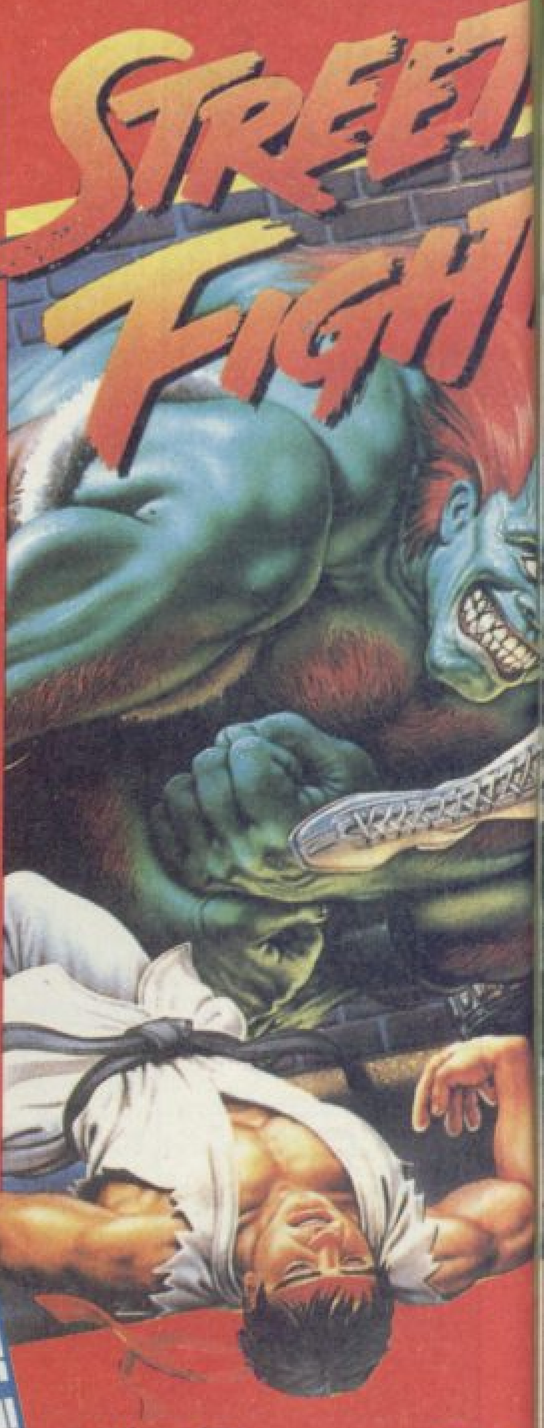
E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

GAME: Street Fighter 2 LABEL: US Gold MEMORY: 128K Only TAPE: £12.99









Here it is! What more can I say. Around Christmas time there was a big controversy in the newspapers and on TV about the effect games were having on youngsters. The argument centred around the two big console manufacturers and their respective famous branded characters - Sega's Sonic and Nintendo's Mario. But Streetfighter 2 sold as many S-NES's this Crimbo as Mario, despite costing over sixty smackeroolies.

As soon is it became apparent that it wasn't only children's minds that were at risk but their parent's wallets too (some newspaper editor probably had to join the real world and cough up for his son) the whole hoo ha reached epic proportions and of course Sega and Nintendo ended up laughing all the way to the bank.

In all of this not one mention was made of the Spectrum (are any of us really surprised?) and the fact that US Gold are still able to release a version of the game for one-fifth of the price of the Nintendo product. But then again the Spectrum is crap isn't it?

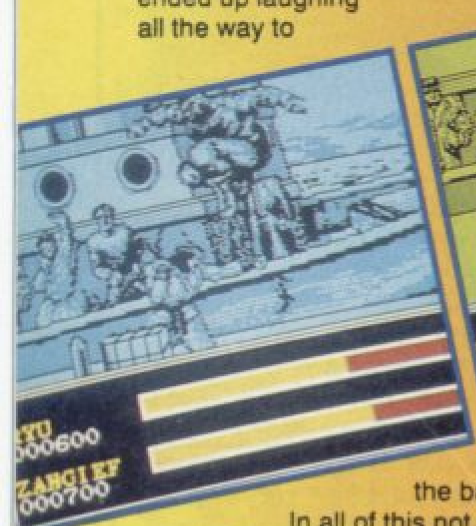
No... Take one look at Street Fighter 2 and you will appreciate just how good the Speccy can be with a decent product and imaginative programming. For a start all the characters are there, and these aren't sad representations either, they actually look like the real thing and they're animated like the real thing too. They have roughly the same amount of moves as either the arcade or the S-NES too though the control proceedure with only one fire button is a tad restrictive.

At the outset Tony Bickley, SF2's project manager, told us that he didn't think the Vs battle option would be available on the Speccy because of loading and memory restrictions. However, he must have had his boys up all night, every night, because it IS available in the released version. The game basically works like this:

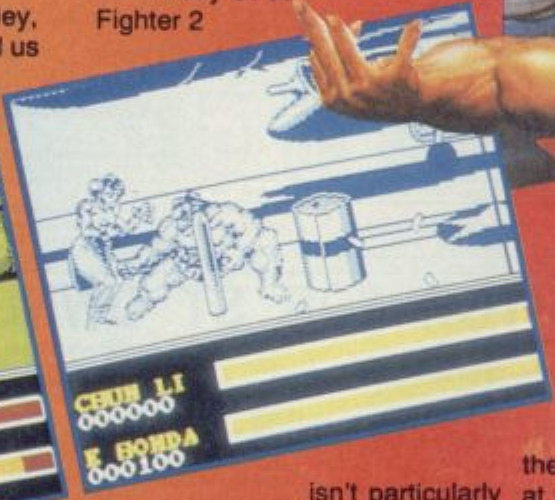
First you load the title screen and options menu. Here you get three choices; the options menu allows you to turn on or off SFX, sound, backgrounds (which should make the game a little faster but doesn't really make a lot of difference) etc., change the controls or set the difficulty level between 0 and 9. The Championship option allows you to enter the competition and fight the computer in its chosen order of ranking, while the Vs game allows you and a friend to choose a fighter each and proceed to beat the stuffing out of each other. Lovely!

If I say Street Fighter 2 isn't particularly colourful some smart arse is going to write in and tell me that I'm talking rubbish and there is actually a wide variety of colours to choose from. This is correct. You can have blue sprites on a white background, or red on white, or yellow on blue or... ad infinitum. Basically though you won't have any more than two colours or shades thereof on a fight screen at once. This is a blessing though when you consider the complexity of the sprites and the potential for colour clash.

The sound is accept able but where the game really comes into its own is in playability. To be honest I thought playing Speccy Street Fighter 2 would be like watching slugs practice karate but, oh lordy, it's just not so. OK, it's not Ben Johnson but it's certainly fast enough to have a decent game. Even some of the guys from Mean Machines and Nintendo Magazine System









What a Load...

Street Fighter 2 is one of the largest collections of code SU has ever seen on one cassette. Each of the eight sprites has their own, seperately loading section as well as sections for the set up screen and the various backgrounds. If you normally use a tape counter you're in luck 'cos once you get used to the loading order and routine you'll find it much faster and more practical to note down the tape positions of each relevant bit of code and thus skip unneccary searching for bits and pieces.

If you enter the contest using Ryu, the loading routine is simple enough until you lose a battle. This is because the other sprites' code is on side B in the correct order. However once you lose you'll have to go back to the intro screen and start all over again. In a Vs battle, where you can challenge any of the other contestants it's not so simple and this is where all the code chasing takes place. Luckily though the tape is well structured and well mastered so be patient, even if it doesn't look as though anything is loading the Speccy is probably just searching for the right piece of code and all good things will come to those who wait.



were impressed when I invited them up the Towers into my games suite (complete with mini bar) to view 'the game'.

It takes time to get used to all the moves, and don't trust the instruction manual, you'll have to find out how to do some yourself - it helps if you're a contortionist. The only real gripe I have about Street Fighter 2 is that it isn't available on disk and the tape loading proceedure is a long but neccessary evil. Top marks to USG though for the best looking Speccy title in years, and no mistake.

I'd have loved to give Street Fighter 2 an SU Gold award. Graphically it deserves it, playability-wise it almost deserves it. However the main let down is the unfeasibly labourious loading proceedure which means that it takes centuries to fight a few rounds.

Great effort though, and considering that it's likely to be the last big licence coin op conversion ever on the Speccy it's worthwhile getting - if only to hold onto fond dinosaur memories of what the Speccy is capable of if pushed.

SU SILVER







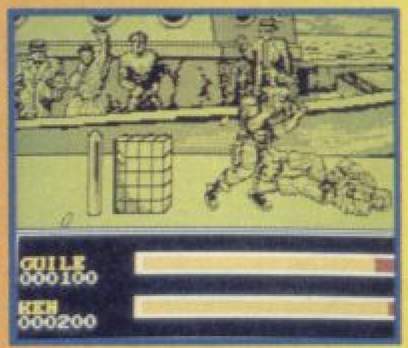




Two's a Crowd

Without doubt the best thing about any version of Street Fighter 2 is its highly competitive two player mode. However as originally set up the keys used to play this version are, to say the least, annoying. Here's how to convert it to a brill two joystick combination: Remember player one controls the main menus. At the moment player one's controls are configured as: 5 - fire, 3 - up, 4 - down, 1 - left, 2 - right. All you need to do is change the controls in the Change Player 1 Keys option as follows: 0 - fire, 9 - up, 8 - down, 6 - left, 7 - right. Sinclair joystick port 1 will now support player one's commands. Now move to Change Player 2 Keys and alter 'em as: 5 - fire, 4 - up, 3 - down, 1 - left, 2 - right. This allows player two to use Sinclair joystick port 2. Of course re-defining the keyboard to your fave configuration eg. Q,A,O,P, SPACE isn't necessarily a disadvantage, it's actually easier to do some moves by keyboard. Finally have some shreddies, put on your nappies and prepare for battle.













Street Fighter II

Street Cred





DHALSIM

Dhalsim. Long arm of the lord (Buddha).

All of the characters have special moves, these are very powerful and can end a game quickly. And take my word for it, this can be a major bummer if you've just spent ten minutes loading the game! Of course computer opponents will be computer opponents and because they know how to do the special moves they have a certain advantage over you. The only way to get around this is to practice these moves yourself. Read the instruction booklet, it details these special moves and and how to execute them, while the Spectrum version may be slightly different the method and idea of each one remains the same.

The best way to learn is to opt for a two player Vs game, then go into the options menu and change Handicap to 0, turn off the timer, load up and practice the moves 'till your hands hurt. If you don't know these moves it really does make the game difficult.





KEN

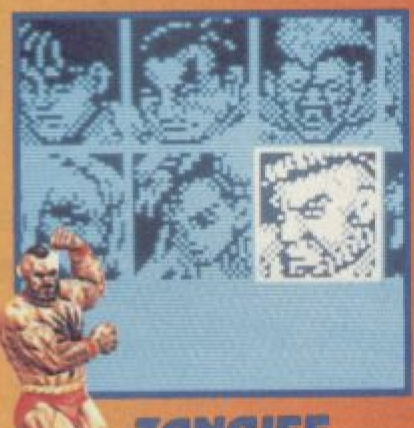
Ken. Karate kid. Shows off a lot.





CHUN LI

Chun Li. Lady with a lethal secret.





ZANGIEF

Zangief. Big, strong, Russian, sad.





RYU

Ryu is a ruthless Karate champion.





E. HONDA

Edmond (??!!) Sumo Yokozuna.





GUILE

Guile. Green beret gone bonkers.

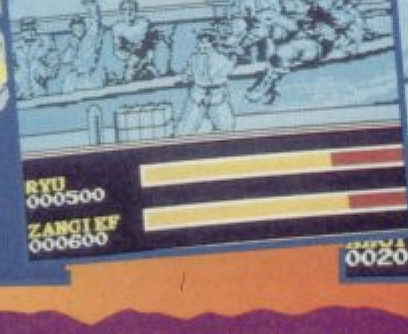




BLANKA

Blanka. More famous than Maradonna.









Steve Keen

Well I never! I was as dubious as a canary being offered seed by a cat when Big Al' asked me to take a look at Street Fighter 2, and to be honest, by the time it loaded I had lost hope altogether. However, once I started playing I quickly found myself enjoying this version immensely. Just make sure you have plenty of other things to do while it's loading!

scores

GRAPHICS	98
SOUND	81
PLAYABILITY	91
LASTABILITY	89

OVERALL 89%

Big Al' Dykes

A must for Speccy fans. US Gold's last full pricer was nearly the one that got away. Few thought it could be done, fewer thought it could be done even half respectably, but we've all been proved wrong. A tad slow, a tad jerky but it's Street Fighter 2 alright and despite the mammoth loading routines it's worth a look, especially as it costs less than a quarter of the price of some other game formats.

SU OFFER

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If you were lucky enough to catch Animator1 (without load/save option) on the January Fun 4 then you'll want to get your hands on the full version. Now, at a super price, you can, allowing you to save all your great work for posterity. Just fill in the coupon below, and send it, with the £5 SU money off voucher to:

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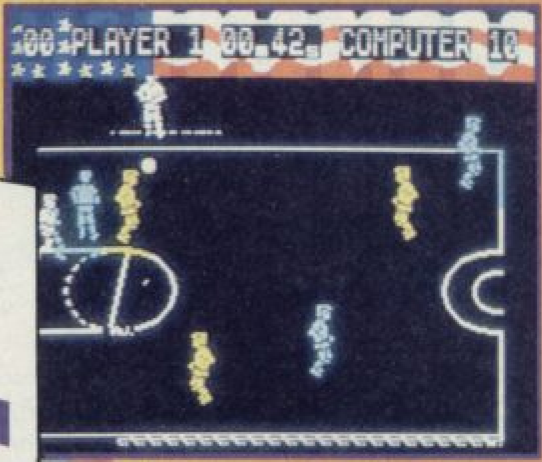
CHARTS

The SU Charts swing back into action letting you know what's hot in the world of the Spectrum. As usual budgets dominate the pack but there's also a few hot new titles on the move including our main reviewed item this month - Street Fighter 2!

1	Crystal Kingdom Dizzy	Codemasters	£9.99
2	Spellbound Dizzy	Codemasters	£3.99
3	Trivial Pursuit	Hit Squad	£3.99
4	Super All Stars	Codemasters	£9.99
5	Street Fighter 2	US Gold	£10.99
6	Football Manager 3	Prism	£9.99
7	Dizzy Collection	Codemasters	£9.99
8	Graeme Souness Soccer Manager	Zeppelin	£3.99
9	Funschool 2	Hit Squad	£3.99
10	Pipemania	Touchdown	£3.99

ALL-AMERICAN BASKETBALL

GAME: All American Basketball
LABEL: Zeppelin
MEMORY: 48K/128K
TAPE: £3.99



A Not very tall are they?

Unless you happen to be a particularly tall person, basketball can be an extremely difficult game to master. Many a short person has dreamed of experiencing a good old slam or dunk, but alas the curse of those out-of-reach baskets has always won through... at least until now, because a remedy has arrived in the form of All American Basketball. The game for short people.

All American Basketball gives you the chance to play against the computer or a human opponent, or even to compete against seven state teams in a number of tournament playoffs. Options are also available which allow you change your team colours or even vary the length of playing time.

So, with options tweaked to your bidding, it's time to take to the court. Control of the ball is automatic when dribbling. However, tackling, passing and shooting are all be controlled via the joystick fire button. When not in possession of the ball, pressing fire gives you control over the player nearest the ball. The pace of the game really is quite fast and when playing against the computer, fairly challenging too.

There are three difficulty settings and although it doesn't take long to master the 'Amateur' setting, the 'intelligent' opponents on harder settings most certainly provides a challenge.

It's in two player mode that the game really comes into it's own.

Sports games of this type are always far more enjoyable with two players and All American Basketball is no exception. Although the controls are extremely basic, there is still a degree of skill and technique that can be acquired and it's this edge that makes the game more interesting in two player mode.

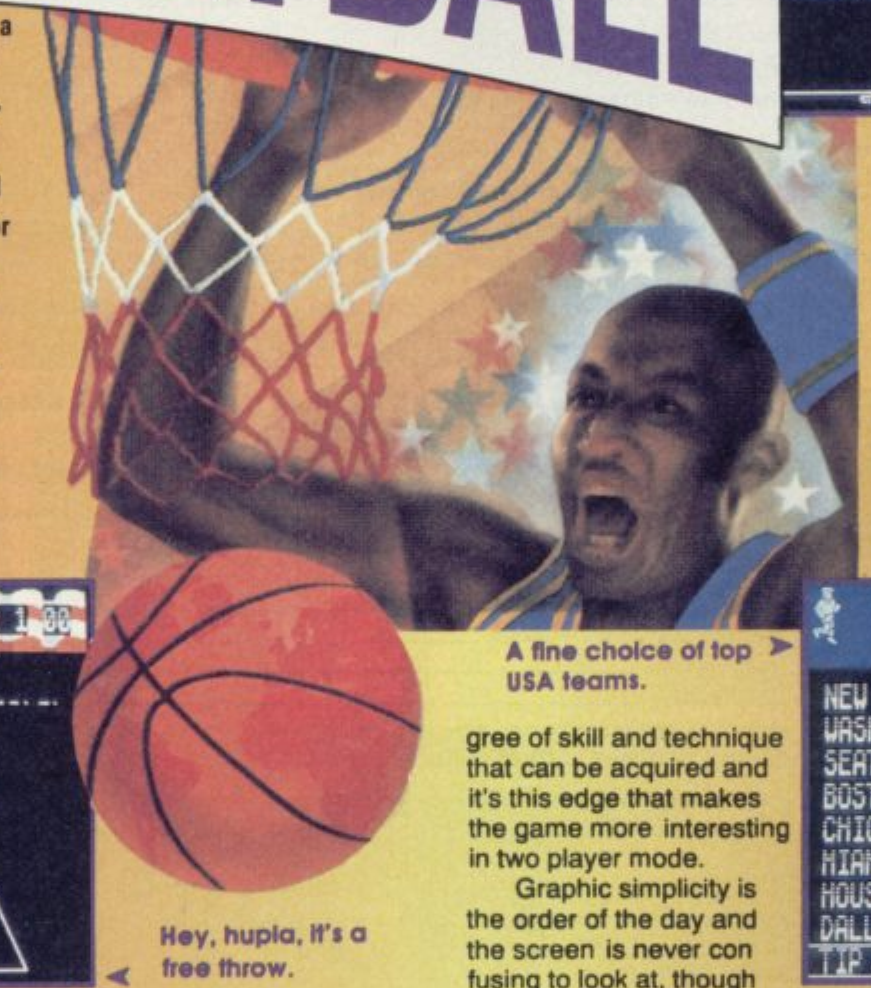
Graphic simplicity is the order of the day and the screen is never confusing to look at, though the lack of personal characteristics on the players does make it rather bland looking.

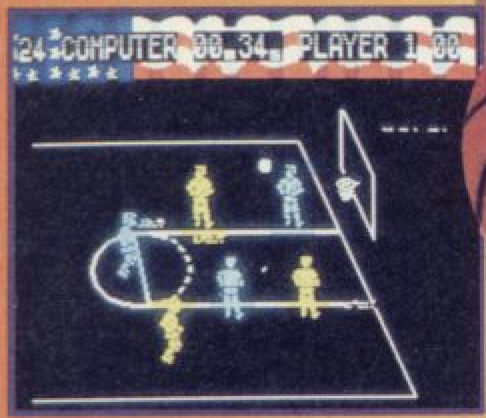
However, if, whilst looking at the screenshots you've been feeling a strange sense of deja vu, perhaps we can clear things up for you. All American Basketball appears in fact to be a rehash of Zeppelin's previous sports outing, 5-Aside Football. Using the same sprites and basic idea with a new backdrop and baskets instead of goals, Zeppelin have managed to remarket their somewhat naff footie sim as a rather smarter basketball game. They've actually managed to polish up the game in the process. All American Basketball is almost devoid of any slow down, a big problem with five a side, even when the screen is packed with sprites.

The controls also function more smoothly and the gameplay seems far more challenging.

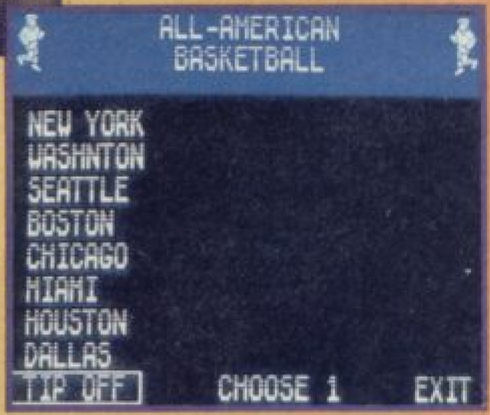
Unfortunately though, All American Basketball is still a little too simple for its own good. With the exception of free throws and the scoring rules (1pt for a free throw, 2 pts for a score within the net zone, 3 pts for outside net zone) there are no basketball rules incorporated into the game, like backcourt violation etc. Perhaps that's why the game was so easy to translate from a football game.

As it stands, All American Basketball is nothing more than a replacement for 5-Aside Football. Still, it's not too bad for the price, in comparison.





Hey, hupla, it's a free throw.



A fine choice of top USA teams.

scores

GRAPHICS	79
SOUND	59
PLAYABILITY	72
LASTABILITY	70
OVERALL	68%

Tom Guise

An OK basketball sim. In one player mode it soon becomes a right yawn but the two player option makes it worth consideration. If you've already got Five A Side Football though and think it's a load of old cobblers then don't try this one.



Alan

This game should have come with a government stress health warning: 'Not for persons of a nervous disposition who have already thrown Five A Side Football out the window'. It's a bit better than the latter, but I still would have liked to see real basketball... Not the sort of thing I used to play as a kid when I didn't know the rules.

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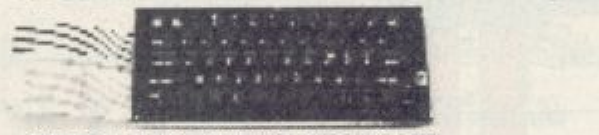
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HACKING SQUAD

Crikey oh blimey! Another month already gone? It seems like only yesterday that Big Al' thrust a trusty Speccy into my hand and told me to 'Go and do that which you must do'. Strange thing about old Al - he never used to talk like that before he went to electrocution (yes electrocution, not elocution) lessons in order to bury his rustic ould, Irish accent - which used to be somewhat reminicent of John Wayne's in the Quiet Man. (Unlike Garth's which is more reminicent of John Major's in a Commons debate - Al'). It's a shame he couldn't have taken Yvette with him though 'cos even after all this time, I still can't understand what she's saying. Always sounds as though she's got a half pound of kiwi fruit stuffed in her mouth. Ah well...

I'm being far too nice to you this month. Not only do I give you a map for Crystal Kingdom Dizzy from Toggel, who resides in Shrewsbury, Shropshire and who Big Al' describes as 'a sound man, a really solid bloke', here's the solution too. It arrived on my desk by Polaris missile, all the way from Sefton, Merseyside. Compiled by 'Billy' the kid. Yee haw! Rootin', tootin, yippidee doo dah!

CRYSTAL KINGDOM DIZZY

FIRST GAME

(R x 2) Speak to CJ (R) - Get weight (L,L). Put weight on lift button. Get on lift, go up to Daisy's house, stand on crate, enter house through window get whip. Exit house jump onto tree branch. Jump onto left platform enter grand Dizzy's house (L) Walk off edge of platform (L) stand on well, jump right onto crate jump up onto branch jump left. Walk (L) past G Dizzy house to next lift use weight as before. Onto lift, jump left go into denzils house speak to denzil, Exit, jump off left side of platform and jump (L) from cloud to cloud landing above waterfall (L) get screwdriver (L) extra life (R x 2).

Return to Denzil's house via either clouds or Daisy's house and give screwdriver to Denzil. Get spanner, Exit, jump right onto lift then jump right onto high platform. (R) jump right x 3 then jump up (L). Use whip jump x 2 (L). Enter Dylan's house, get Newspaper go back to Daisy's house stand on crate. Jump up onto branch, jump right x 2 and go into Dora's house.

Speak to Dora then exit and walk off right hand edge of Dora's platform landing by CJ. Walk (R) enter shed and start generator with spanner. Then go back to Doras house

SOLUTI

which is L x 2 up lift onto crate up onto branch jump R x 2. Enter house, speak to Dora, get cake, walk right off edge of platform. Give cake to CJ, get umbrella. Keep walking left to the waterfall go through water and carry on to end of cave, avoiding acid water drops and bats. Get, diamond walk (R) out of waterfall, throw diamond into well, get wish from Game Genie, go back to Denzil, get grand Dizzy's spectacles. Now take spectacles and newspaper to grand Dizzy. END OF LEVEL.

SECOND GAME

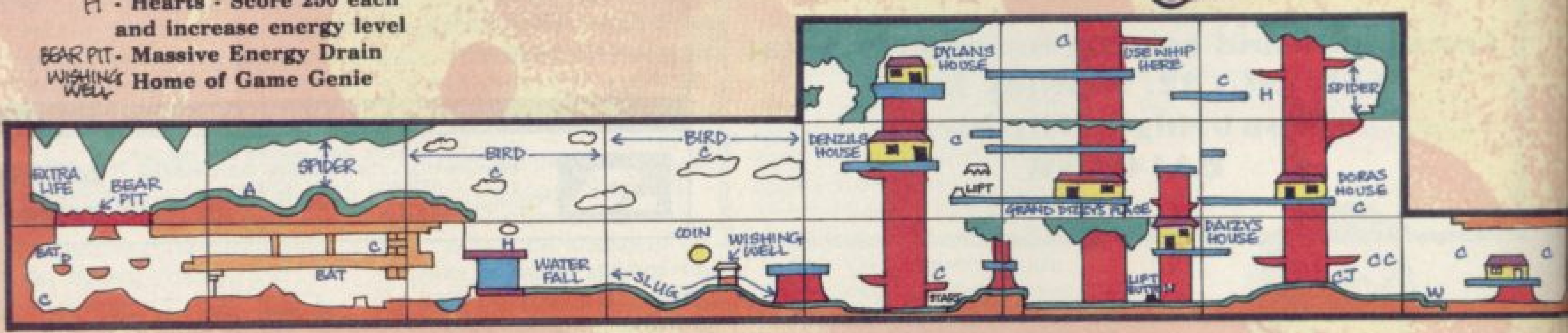
(R) Get fish food from roof of Fat Freddies

CRYSTAL

LEVEL ONE

LEVEL ONE KEY

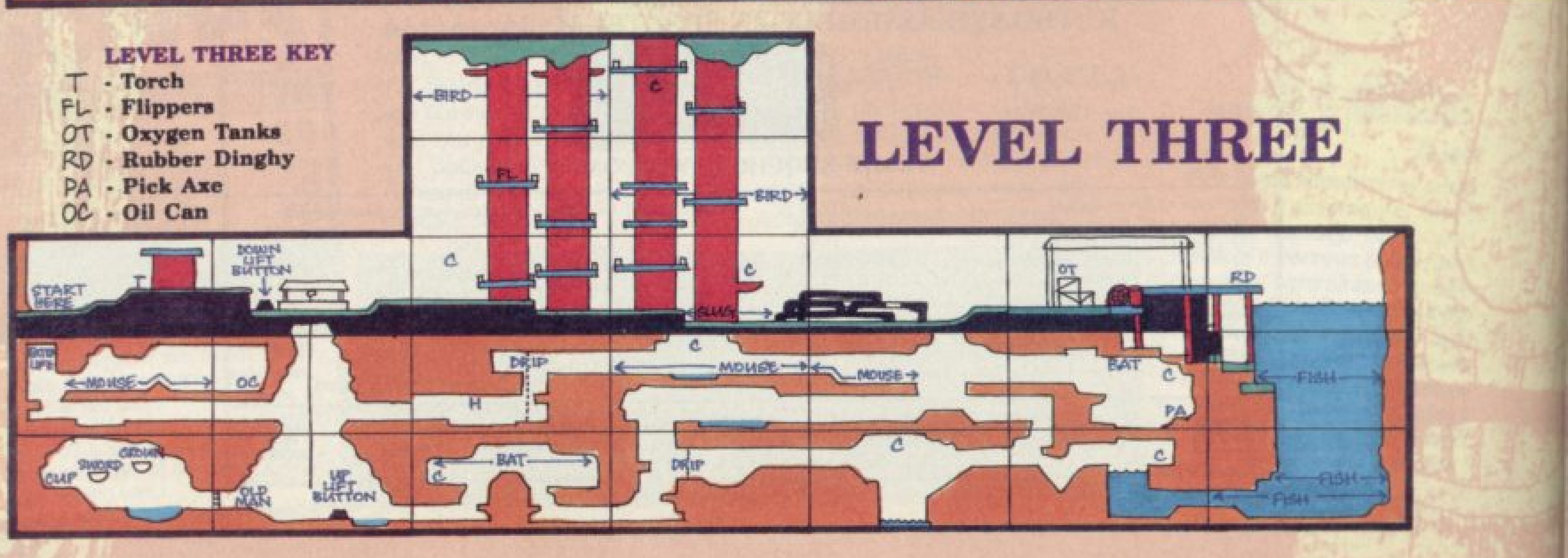
- A - Screwdriver
- C - Cherry's
- W - Weights
- H - Hearts - Score 250 each and increase energy level
- BEAR PIT - Massive Energy Drain
- WISHING WELL - Home of Game Genie



LEVEL THREE

LEVEL THREE KEY

- T - Torch
- FL - Flippers
- OT - Oxygen Tanks
- RD - Rubber Dinghy
- PA - Pick Axe
- OC - Oil Can





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ON CITY

surf ship (R). Feed fish then ride fish to ship and jump right. Jump up (R), speak to pirate (R) climb to top of rigging. Get sticky tape, walk to far right then jump right. You should land on mast rigging. Climb rigging to crows nest, get blue tack. Jump (R) off crows nest, you should land on top of a small sail. Get steering wheel, jump off far left of small sail, land on mast bottom. Go down hatch and drop sticky tape. Up (L x 2), stick wheel to housing with blue tack. (R x 4) Get saw, stand on tip crate, Jump up for extra lives. (L x 2), down hatch, get tape (R,D,L). Drop tape Jump over gap (L). Get plank, Jump up and right walk R and get patch (L,D,R). Drop patch, get sticky tape, (D,L) use plank, saw and sticky tape to fix leaking hull. (D,R,U,L).

Get needle and thread (D,L up x2). Get patch (R) get scissors (R,U,L,U). Climb mast rigging up to furles sail and stand over third left sail. Tie from mast amd use scissors. Then get on rigging and use patch and needle to mend hole in sail. Go to rear of ship and ride fish back to pier (L x2) Speak to Dozy, get flag. Take flag to pirate, get Blue Peter badge. Ride fish back to pier (L) Give badge to Fred, get map and telescope. Take map to pirate, climb to crows nest.

LAST GAME

Up across two lifts then (R,D,R,U,L,U). Get the crystal, take it back to the start and give it to Guardian who will open the way. (Rx2) Put treasure in catapult. You are then on the other side of a wall and the treasure has been scattered. You are on the left hand side of a water filled pit. The chalice lies at the bottom. Jump over pit. (R) Get salt jump up (R) cross screen to far side, past killer drip. Up, use salt, get crown (D), (L). Across screen from top left and get block of ice. Down x 2 (L), drop ice in pit and get chalice, (R,U,R). Drop to floor of cavern (R) Get parachute, drop crown, up x 2. Exit this screen from top right. Jump right and glide over to cloud containing sword. Get sword and float down to floor of cavern. Drop parachute, get crown (L) up x 2 Leave this screen from top left then (L). Speak to man, then replace treasure in the correct places which is: from L - R; chalice, crown, sword.

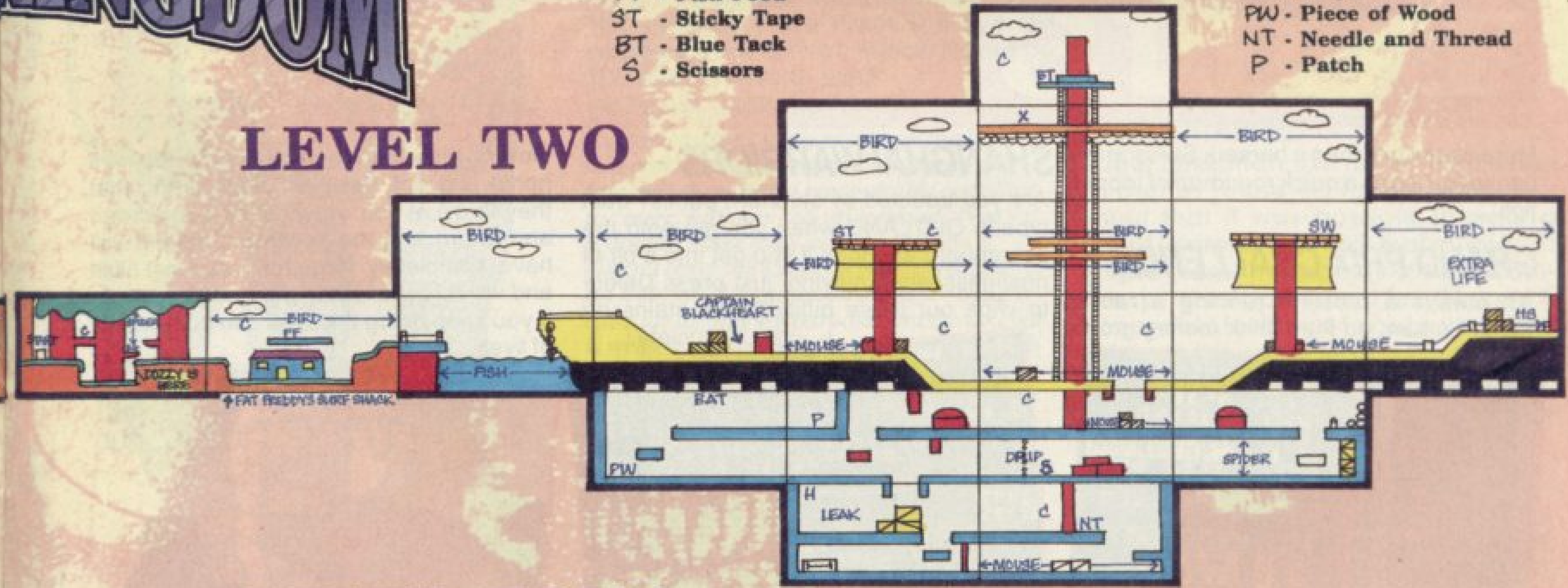
END OF GAME

KINGDOM

LEVEL TWO

LEVEL TWO KEY

SG - **Super glue (not needed)**
FF - **Fish Food**
ST - **Sticky Tape**
BT - **Blue Tack**
S - **Scissors**
HS - **Hand Saw**
SW - **Ships Wheel**
PW - **Piece of Wood**
NT - **Needle and Thread**
P - **Patch**



LEVEL FOUR

LEVEL FOUR KEY

SP - **Salt Pot**
P - **Parachute**
D - **Crystal**



HACKING SQUAD

CHAMPION CHEATS

Everyone must've been getting romantic this month (something to do with Valentine's day perhaps?), 'cos the mailbag's are bulging with old game tips. In fact, I haven't seen such a huge heavy lump in a sack since Big Al' turned up to the office wearing a Hessian jacket. But, regardless of Big Ed's fashion statements, here they all are...

WAY OF THE EXPLODING FIST

Here's a type-in cheat for anyone who hasn't got enough time units with this old Melbourne House game. Just type this is before you load the game;

```
10 LOAD ""SCREEN$: LOAD ""CODE: POKE 44793,255: RANDOMIZE USER 39982
```

ATOM ANT

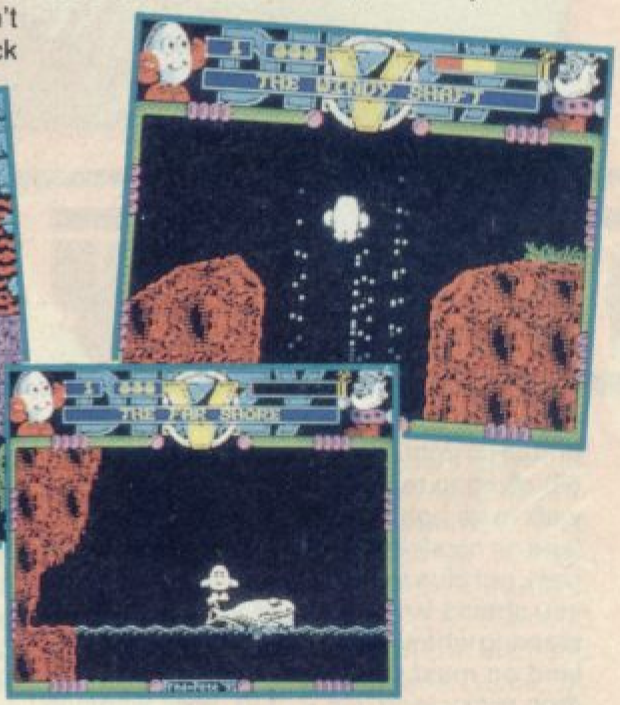
Robert Warner from sunny South Yorks, has no probs with Atom Ant. In fact it's a breeze if you just hold down RIOPJKM and CAPS SHIFT on the title screen, the border will go white and old Atom will be invincible.

STEG

Martin Cordiner of Chichester is willing to share his Steg codes with us as long as someone can return the favour with a cheat for Captain Dynamo. Can anyone help? Whilst you all search your con- sciences and look for a stamp, here are the codes;



Level Two	RDNUHCCMGU
Level Three	EDOUTIOCKO
Level Four	HDPFUVLCCM
Level Five	ODQMFUVLIC
Level Six	MEBHETPIAG
Level Seven	LELGODTRHK
Level Eight	NEDGFLDVRL
Level Nine	OEFVHAGHLV
Level Ten	PEGTTHIGLD



SPELLBOUND DIZZY

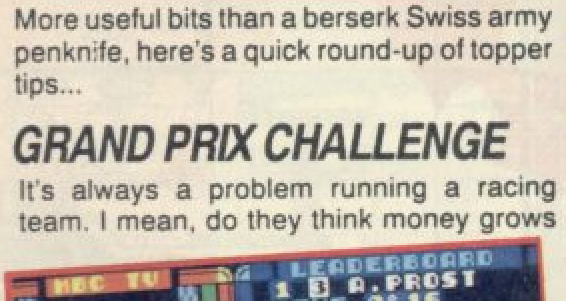
Yes, I'm afraid it's time for some more Dizzy cheats... well, it's just that he's soooo popular bless his little yolk bag... On the title screen, type in IWANTANOMLETTE, start the game and then press C to enter cheat mode.

TONS OF TIPS

More useful bits than a berserk Swiss army penknife, here's a quick round-up of topper tips...

GRAND PRIX CHALLENGE

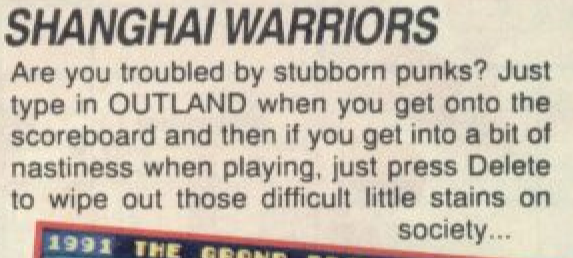
It's always a problem running a racing team. I mean, do they think money grows



on trees or what? (Do I sound like your mum?) Well, forget the green fingers, just select Option Page on the main screen and hold down S, Shift and Z and then type in VISA. Your flexible friend will then give your team a cash injection...

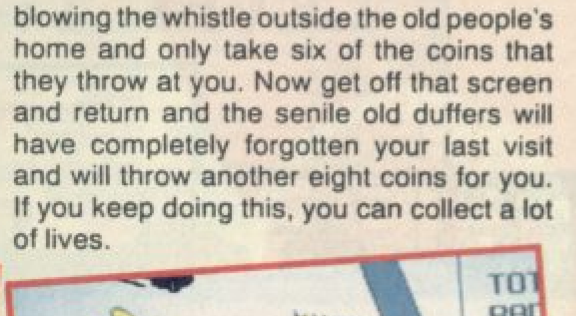
SHANGHAI WARRIORS

Are you troubled by stubborn punks? Just type in OUTLAND when you get onto the scoreboard and then if you get into a bit of nastiness when playing, just press Delete to wipe out those difficult little stains on society...



THE SIMPSONS

What with the perils of Nuclear power, Duff beer and a ridiculous haircut, Bart needs all the help that he can get. Here's a couple of tips for him. In the first Simson's game, you can get tons of cash out of the crumblies by blowing the whistle outside the old people's home and only take six of the coins that they throw at you. Now get off that screen and return and the senile old duffers will have completely forgotten your last visit and will throw another eight coins for you. If you keep doing this, you can collect a lot of lives.



STREET HASSLE

Sounding ominously like something to do with Jim Davidson (not again!) try using the password ODIE and BIG C.

SPECMAN

Specman has gone +3 crazy this month, so if you want to find out what a bootstrap is or why some Multiface saved games crash then read on...



DISK CRASH

Dear Specman, I've transferred a few of my games onto +3 Disk drive using my Multiface. However they only still work if I load them from cassette. When I try to re-load them from the +3 drive they crash all the time. Why is this?
D. Norman, Edgefield.

The answer to this one is simple. You see the last thing a software house wants you to do is copy their super mega game onto disk (they're afraid you're going to give it to someone else) using a Multiface. So, by using a small software trick it is possible to make the game un-Multifacable. You see, the Multiface can be hidden from the program while the code is running by switching it off. The obvious drawback is that it needs to be switched on to load the program back in. The game then has all the time in the world to check for the presence of the Multiface and crash. The Multiface is paged in and out by OUTing and INing to two ports so it's easy to check if it's there.

MONITOR OR DISASSEMBLER?

Dear Specman, what is the difference between a monitor and a disassembler. I've heard them mentioned in this column a few times but I've still no idea what's what. Which would be the best for me to use?
Mr. Harris, Southam.

A disassembler's job is to take all the bytes that reside in the computer's memory and translate them into a recognisable code that us 'mere' humans can understand. That's it. It doesn't make toast in the mornings, it doesn't leave the kids to school, it's a simple no frills job. A monitor on the other hand is used for debugging purposes once your code is written - when there is usually a very high chance of a bug or crash happening. You retain full control of the monitor at all times so if a bug or crash is looming then you can actually see what is happening inside your computer. Really, a monitor is much more useful because it has more facilities than its disassembler counterpart.

GET STACK

Dear Specman, What is the Stack and why is it in MY computer?
S. Alpine, Stalybridge.

Don't worry 'S', everyone has one. The Stack is the register arm of a CPU. As we all know the Z80 makes your Speccy tick. When an event happens eg. a call to a routine inside the ROM, the Stack stores the address that the routine was called on so that the Z80 knows where it is at all times. The more calls that are performed the larger the Stack grows. The reason it's inside the memory of the computer is that the Stack has to be in RAM in order for the computer to write to it. The reason the Stack would have to be cleared to a new address is that if a game over-wrote the Stack it would be giving false information to the CPU and this would cause it to crash.

OF COURSE THERE'S ONE

Dear Specman, a friend of mine said that there's a CPM available for the Spectrum but I don't reckon so as I don't think the Spectrum is powerful enough to run one. CPM's are for higher level business machines aren't they?
C. Smith, Northumberland

You're wrong here I'm afraid. A CPM was written by Locomotive software for the Spectrum giving it almost 100 percent CPM compatibility. Speed wasn't really a problem either, believe it or not. It actually ran as fast as any other CPM computer but the big problem was with the software. Yes, it could run almost everything but you had to transfer it onto 3 inch disk format first.

GET STRAPPED

Dear Specman, I'm not brilliant when it comes to the +3. I read in the manual that it was possible to write a boot sector on the disk that autoloads a program. The book calls it a bootstrap. What can I use it for. Oh, and is it possible for the +3 to get a virus from disks in the same way a PC does.
J. Wilson, Newport

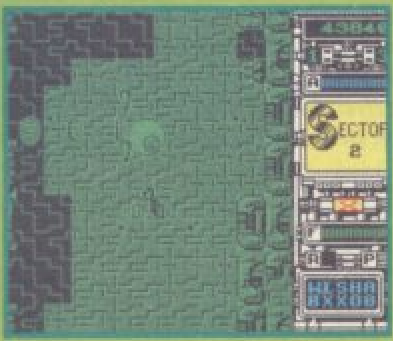
The bootstrap is used by software houses as a way of protecting their disks. The initial loader is placed on bootstrap and then a different format is actually put onto the disk. If you don't have a good working knowledge of the +3 you're going to have problems with bootstraps though. To use this procedure you effectively have to take over the operating system of the +3 and feed it the relevant information to use it. You would have to feed the computer information to control the disk chips - not at all easy, I still have problems with this. As for a virus - it is technically possible but, unlike lesser computers like the PC or Amiga, the Spectrum loses ALL the programs inside it when the power is switched off, including any potential viruses. It would thus be impossible to spread a virus and I wouldn't worry about them.

SUper Game G

Xenon

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90%



The Bitmaps' first shoot 'em up is an awesome vertically scrolling affair. You control a rock-hard ground-attack tank which, at the flick of a button, turns into an even harder space-craft. Unbelievable it may be but each vehicle has to be employed at certain times during the game, and it's down to you to work out when is best to change.

This game is tough, with fuel limits to keep track of, power-ups to collect and some stupendously powerful bosses to deal with. A classic game.

Lotus Turbo Espirit Challenge

Label: GBH
Memory: 48/128K
Price: Tape: £3.99

87%



Take to the highways in a turbo-charged Lotus Espirit as you participate in a race against other equally expensive sports cars. There are a staggering 32 courses ranging in difficulty from easy to ridiculous. If that's not enough for you there's also a two-player, split-screen, head-to-head mode where you can pit your skills against a mate.

Lotus is one of the best driving games on the speccy in years. It's fast, addictive and there are enough tracks to keep you occupied for ages.

Exterminator

Label: Audiogenic
Memory: 128K
Price: Tape £10.99

91%



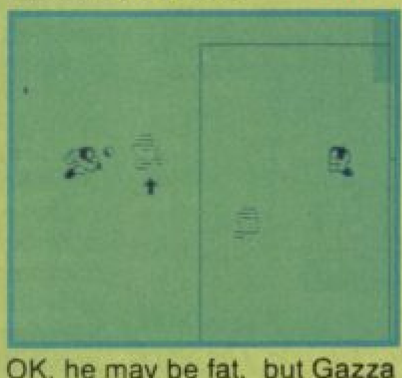
This is one of the weirdest games of the century! For starters, you control a disembodied hand which resembles 'Thing' from the Addams Family. Your job is to visit the various houses in the neighbourhood and rid them of insects by squashing them with your fist.

The game originally started life as sort of Amiga/coin-op hybrid which, for some reason, didn't do very well in the arcades. The Speccy version, however, is completely excellent. Not only is totally original and playable, the graphics are utterly stunning. An essential purchase.

Gazza II

Label: Empire
Memory: 48K
Price: Tape £10.99

88%



OK, he may be fat, but Gazza can sure play football (and eat lots). With this game you get the chance to try out your own skills without having to stomach half-time oranges. What makes this game stand out is it's pace, which is nothing short of remarkable.

Fortunately it's impossible to make the player sprites look like Gazza, so if you buy the game, chuck the inlay card and rename something like 'Rather Fast Football'. This way you're guaranteed an excellent footy romp.

Shadow of the Beast

Label: GBH
Memory:48/128K
Price: Tape:£3.99

89%

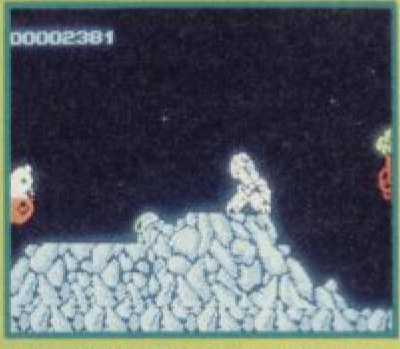


A classic shoot 'em up, with wonderful detailed graphics, good music and any amount of monsters, beasts and assorted nasties to blast away at. There are power ups along the way giving you even better weapons as well as magic potions. The graphics are big and clear with fabulously detailed backgrounds, all giving the game a great atmosphere.

St Dragon

Label: Kixx
Memory:48/128K
Price:Tape:£3.99

83%

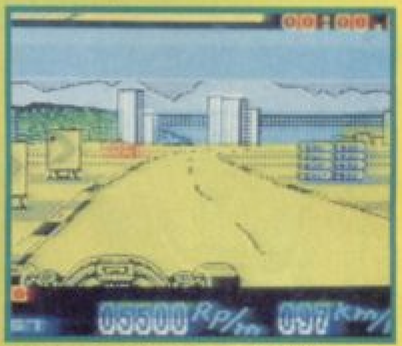


An alien world protects itself from hostile invaders by building a an enormous mechanical dragon and arming it to teeth. The idea being that if the baddies aren't scared off the planet by the dragon, they'll be blown off it by the dragon. The game is split into five stages, to begin with you only have a plasma gun at your disposal but as you move along through the stages you collect tokens and move up to bigger and more destructive weapons. By the time you get near the end you'll be blastin' 'em with bouncing bombs, fireballs and lasers. St Dragon is not the most original title in the world but it is very playable and darn good fun!

Super Monaco GP

Label: Kixx
Memory: 48/128K
Price: Tape £3.99

84%



This re-release originally started life as a Sega coin-op ages ago. Its astounding realism made it one of the most popular driving games ever, and while the Spectrum version loses out technically, all of the playability is intact.

Fast, furious and addictive, Monaco as close is as you can get to formula one racing without leaving your bedroom. Unless you get Nigel Mansell.

G-LOC

Label: US Gold
Memory:48/128K
Price: Tape:£11.99
Disk:£16.99

80%



Loss Of Consciousness by G-Force, well this game certainly

Guide

Look, over there, through that swirling cloud of strange mist... No, it can't be, but it is! SU's guide to the game-greats of yester-year. Yes indeedy there have been some good 'uns on the market in the last few years so now's the time to start polishing up on your collection if you've missed out on any of these fabbo titles. Mark Patterson, who's been in the business since before he was born and who has written not just for SU but also for Amiga, ST, PC and Console mags gives us an extra critical run down of the best...

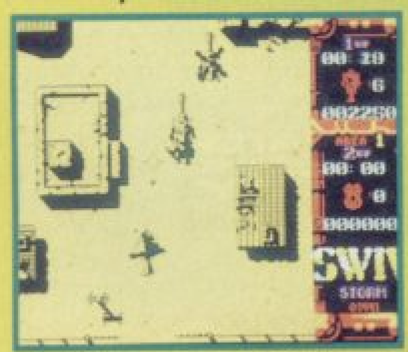
sounds enticing, 'go so fast you pass out!' This is a combat simulation set in a R360 aircraft, which is something like an F16 fighter plane. The aircraft is armed with a high power cannon and with auto - lock missiles, and the missions you will be assigned to will involve gratuitous use of both.

The graphics are mono which means that it's not the most exciting game in the world to look at but this is a compromise which allows it to be faster and smoother playing. There are three levels of difficulty, easy, medium and hard, and by hard they mean hard so plenty of practice is needed! If you are not put off by the colourless graphics and low-fi sound then this is a very enjoyable flight sim.

Swiv

Label:Kixx
Memory:48/128K
Price: Tape: £3.99

85%

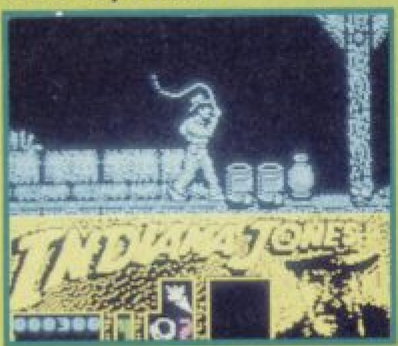


There is a choice between a jeep and a helicopter, the jeep being the more difficult of the two since there are obstacles on the ground to avoid which the helicopter just flies over. In two player mode, with one player on the ground and the other in the air the game is just amazing. It is fast and furious with classic shoot 'em up action. The graphics are clear and well defined and with very smooth vertical scrolling. To begin with you are armed with a single cannon and there are power ups along the way giving you extra lives and more firepower. Good graphics and great action, Swiv is probably one of the best two player shoot outs available for the Speccy.

Indiana Jones Last Crusade.

Label: Kixx
Memory:48/128K
Price: Tape:£3.99

85%



Indie is, as ever, on the hunt for ancient treasure, but things never go as smoothly as expected and the bad guys never give in without a fight. There are four game levels, these vary from darkened caves to a zeppelin. On the final level Indie must search for the greatest of prizes... for the Holy Grail.

The graphics are excellent and the main sprites are very lifelike, hat, whip, everything bar the stubble. And there's enough action to keep any Indie fan sweating.

Seymour's Wild West Adventure

Label: Codemasters
Memory: 48/128K
Tape: £3.99

88%



The Codemasters' endearing blob 'o lard Seymour journeys back to the days when men were men and blobs were blobs to solve a riddle in the wild west.

Like the previous Seymour game, this is an arcade adventure, unlike it this is actually very good. The first step is to track down a movie script, then guide Seymour to the west itself to produce a flick. Bright, big and very playable, watch out Dizzy, Seymour's in town! Not the longest adventure ever, but fun stuff. Also available on the Super Seymour compilation which is excellent value.

Hudson Hawk

Label: Hit Squad
Memory:48/128K
Price: Tape: £3.99

87%



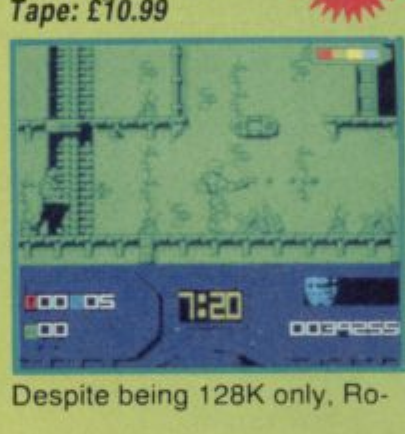
Hudson Hawk may have been a bit of a duff film, but Hudson Hawk the game is really excellent. It's based on a series of major robberies and also involves solving some head scratchingly good puzzles.

There are three levels, in the first, Hudson has to get his thieving mitts on Leonardo da Vinci's sculpture, the Storza Horse. The second is set in the Vatican, where a Hudson tries to make off with a Codex (one of Leonardo's famous notebooks). The final level features a spooky old castle where a 'mirrored crystal' awaits is ripe for the picking.

Robocop 2

Label: Ocean
Memory: 128K only
Tape: £10.99

91%



Despite being 128K only, Robocop 2 received the first SU Classic of 1991. The game closely follows the movie's plot, with Robo having to tackle seven levels of action, including the sludge plant and OCP head-quarters. Between each stage is bonus round where you either help re-route Robo's memory chips or take to the shooting range.

Because the game is 128K only, the sound is excellent and the extra memory means there's plenty of room for digitised pictures. Without a doubt this is one of Ocean's best game-of-the-film titles ever. Keep an eye out for it on Budget soon!

Steg

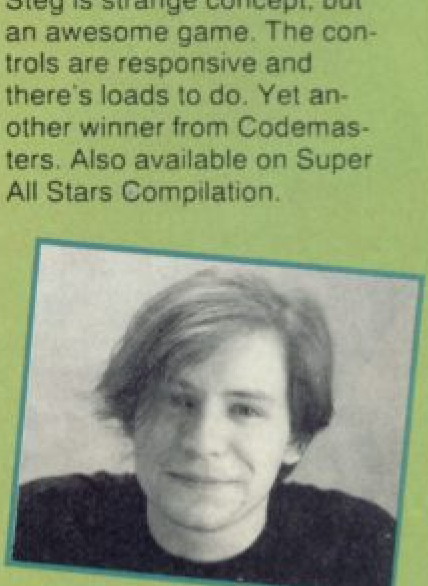
Label: Codemasters
Memory: 48/128K
Price: Tape £3.99

89%



The Codies seem to be specialising in wierdness, especially with the star of this game - Steg the Slug! Guide him through loads of treacherous levels as he attempts to feed his hungry children while collecting bionic slug packs and nitrous-oxide speed-ups!

Steg is strange concept, but an awesome game. The controls are responsive and there's loads to do. Yet another winner from Codemasters. Also available on Super All Stars Compilation.



tell it to AL



WORKMEN AHOY

Dear AL', I'm trying to play Match Of The Day at the moment but there are a load of builders outside drilling up the road. How am I expected to transfer top players with an earthquake going on in the background? If I upgrade to an Amiga or a console do you think it will help matters and make them go away?

Philip Baxter, Clapham, London

I doubt it Phil. The best thing to do is to go out and tell them to 'bog right off you noisy gits and leave me alone'. You could also lodge a complaint with the local council and board of works, write to your MP and petition the House Of Lords. Believe me though, upgrading is not an option.

WHAT? NO WHINGE?

For the past few months I've been writing in criticising, moaning, telling you how to do your job and generally making a nuisance of myself. Well' not this time! I'm now writing in to tell you what a great job you and SU Crew have done on the January 1993, No. 131 issue. Although the page count has dropped and the tape is now a four pack this is by far the best issue of SU I've seen in about two years. The design and writing standard of the issue is getting close to mid/late eighties Crash (and we all know how well that sold), while the tape, featuring Animator, Axe Of Kolt, an all time classic adventure (and a darn good one at that - Al') alongside SAS, one of the best and biggest Sprites I've ever seen, and as ever, the excellent Pokemania, was fantastic. (On the subject of Pokemania, does Turbo know that the scroller doesn't work properly on the SAM Coupe?) Over the past couple of years People have been saying that the Speccy's done for but I've got a feeling that a re-birth is just around the corner, what with Street Fighter 2 and Nigel Mansell guaranteed hits, thriving fanzine and PD scenes, support for the Coupe growing and the Hobbit just about to make its UK debut any day now. Not to mention the two excellent magazines in the market, SU and Your Sinclair supporting our rubber keyed chum, the future couldn't really be brighter. Here's an idea for a future SU feature - how about telling us how an issue of the magazine is put together. It would be interesting to the casual reader and also to fanzine producers. By the way, in your credits, why can't you be more informative about your writers instead of sticking them under the simple banner 'SU Crew'. Also, what's all this Mr. Marketing and Marketing Ladies stuff? Finally, is your publisher Mike Frey any relation to the Freys of Newsfield fame?

Keep up the good work, Mark Sturdy, Wetherby, West Yorks.

Thanks for the compliments Mark. It's true, I think the mag is actually getting better too, but don't tell anyone else I said that! I'm afraid your enthusiasm for the future of the Speccy may be a little over blown, but I do think that old faithful has life left in it yet



SU CRASHES

Dear Al, On my shopping trip last Saturday I bought a copy of the best Sinclair magazine in the universe - SU naturally. When I got home I made my way upstairs, put the cassette in the deck to load and started to read the aforementioned wondermag. After the game had loaded I put the magazine on top of my improbably large and rather dangerous pile of old SU's. Then, as a result of the wild joystick juggling japes which ensued the whole pile came crashing down on top of me - almost totally destroying my +2, the game and fracturing my wrist. What I am sucking up for is not just software but some hardware and some money towards my rather hefty medical costs.

Terry 'Lucky guy' Elliot, Sidcup, Kent.

- *Crikey! it sounds like you had a bit of a bad day. Big Al ('Big Hearted Al' to his friends) has taken a special interest in your plight. He is sending you a postal order for 20p to go towards your medical costs, on the back of it you'll find the telephone number of a very reputable insurance company. Use the 20p to give them a ring. As for the game, well, you won't be playing any with a fractured arm now, will you?*

CONFESSIONS OF AN SU ADDICT

Dear Al, I've tried to be strong, I've tried to stop myself but I just couldn't do it, I simply had to write in and tell you how wonderful I think you are. I am devoted to you, the mag and of course to the Speccy. SU is simply the finest magazine of its kind. Every so often I'll go on a binge, ring up the back issues people and buy a couple of boxes of July or maybe just a box of March issues. Every time I try to stop, I get irritable, nervous and even put on a little weight, I just haven't got the will power. In short I've spent so much money buying copies of your brilliant mag that I've got no money left to buy any games with. As one of your most faithful fans, I come groveling to you for help, please, please, could you send me a copy of Match of the Day



Martin Fairweather, Swindon, Wilts.

- *Why fight it Marty? You simply can't have too much of a good thing, it's very important that you indulge yourself whenever you feel like it. Everything will be fine if you can just manage to strike a balance, be a bit more careful with your budget and get yourself some games. After all it's not much reading about them unless you get a chance to play them too.*

SHOCK HORROR

Dear Suck Up, I've just had a most frightening experience. I was walking

and we'll just have to wait and see what happens. I like your feature idea and if I get a chance I'll certainly do it. In answer to your last two questions: The marketing people are actually responsible for making sure the tape goes OK, the mag gets out into the shops and all the subscribers get their copies. They're also usually responsible for posters, badges and the like. Really super people. NO, Mike Frey is no relation whatsoever to Frank and Oliver. He is in fact a surfing bum who rode a wave all the way from Cornwall to SU Towers and asked for a job. Big boss man Tel was so impressed he gave our Mike a few magazines to publish!

TOOTHLESS FOOL

Dear Al, I am a complete and utter hapless fool. Baldrick out of Blackadder is more intelligent than me. What I've done has made me look even more foolish than Garth Sumpter (now that's saying something - Al'). You see where I live there is only one news agent, and he stocks only one SU... Mine! I had some time off school to go to see the dentist the other day and I left my SU in the waiting room, complete with its free tape. I'm sorry but my mouth was so sore I actually forgot about it. When I went back though, it was no longer there and although my Dentist said he'd ask the people who were in after me for it I don't hold out much hope. The newsagent can't get hold of another copy so where can I get one?

Colin Rogers, Holt, Norfolk

Flipping flip Colin, you really are a whopping great wally aren't you? Imagine leaving your SU near all those drills and pliers. Don't you know that dentists eat Mercedes Benz for breakfast, so a copy of SU would only be a wafer thin smack to one. Never fear though, check out the contents page of this very mag and you'll see where to get a back issue from.

STREETFIGHTIN MAN!

Yesterday in my favourite software shop which is 'Games World' in Liverpool, I bought Street Fighter 2, which the bloke said had just arrived minutes beforehand. On my way I bought the January edition of SU and imagine my surprise when there was no review of Street Fighter 2. So I have enclosed my own.

Street Fighter 2

I don't really need to introduce Streetfighter 2 do I? Oh all right. It's the follow up to Street Fighter. It was a massive hit in the arcades and the greatest beat 'em up ever, apart from Hastings, released in 1066, but that's another story! It was first converted to the Super Nintendo where it cost £64 but was worth it as the best console game ever. Now it has just become the best 128K Spectrum game ever and it's mega. The first thing that struck me was the wealth of options such as ten difficulty levels and eight fighters.

Having done all my options and chosen my fighter started playing and wow the graphics were amazing. They are the same as the SNES but in monochrome. The sprites are huge and the backdrops are gorgeous but nothing gets confused and it all moves very quickly. The sound is OK, there's a nice tune at the start and the in game effects are reasonable. Playability is where it's really amazing, you just pick up your joystick and get right into it. Bad points? It's a multi load and a major one at that and if you lose or quit you've got to load the whole blimmin thing again.

Scores

GRAPHICS	96
SOUND	82
PLAYABILITY	94
LASTABILITY	99
OVERALL	99%

James Ogley

Basically don't buy a SNES, buy this, the best Speccy game ever programmed

SU GOLD

James Ogley, Aintree, Liverpool

Hey James that's not a bad review at all, ever considered doing it for a living? Anyway there are one or two points I disagree on, all of which you can read about in my review, but well done and I've got some games on the way out to you.

down a street in central London when lo and behold a blond haired chap with an overcoat and a sore arm stopped me and asked me for the time. It was none other than your very own Philip Lindey, out on the prowl for new games no doubt. Anyway, the shock was so much that I dropped the copy of Street Fighter 2 I had just bought and must have left it there in the middle of the street. (Or else Philip made off with it!) Anyway I was wondering if, seeing as it was your staff writers fault, you might send me a new copy.

Emily Warden, London

- *Hold on a minute Emily, Philip is in no way responsible for his fame, anyway the sad news is that he is leaving us to go to bigger and better things, so sorry you're out of luck. Ask for his autograph next time. (It's ok Emily, I'll send you one - Philip).*

GAPING HOLES

Dear Suck Up, I bought G-Loc the other day as my first ever Spectrum game and the disk had two holes in it with little plastic cogs or something in them. I normally use an Amiga but the games are cheaper and nearly as good on the Speccy so now I'm using an old second hand one. Can you please send me a new version of G-Loc without these stupid holes.

A. Needham, Southend-On-Sea, Essex

- *No. You don't need a replacement disk you need a replacement brain! What you have, my dear fellow, is a cassette. It goes into a cassette player and not a disk drive. Honestly! Amiga users, tsh!*

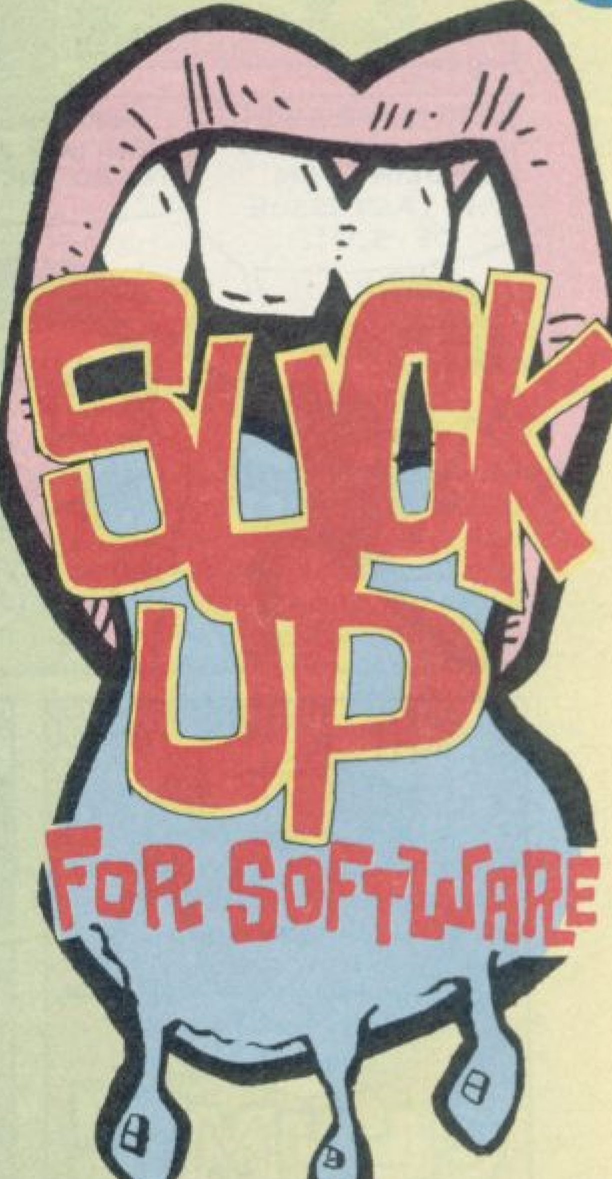


GULP!!

Dear SU, While on my way home from the shops after buying a copy of Steg the Slug, the unbelievable happened, It started raining frogs! One of the slimy little gits hopped up at me probably meaning to go for my throat (cos frogs can be vicious like that!) and ended up swallowing my game. I was so mad, I started yelling insults at the frog 'Big mouth! big mouth!' I shouted as I stamped my feet in the puddles, but to no avail, my game was gone. Just my luck! I cannot afford to buy another copy of Steg, you are my only hope, I know what a caring, kind hearted, and generous person you are Al, and I know that you wouldn't turn me down.

John Bartlett Phd, Winchester, Kent.

- *It's not that I don't believe you John, actually I hear that it rains frogs very often in Kent. However, an educated man like yourself should know that frogs never go for the throat, they go for the ankle. I'm afraid your story just doesn't hold water. Face up to it Mr Bartlett, I bet your not even a Pretty Happening dude.*





SAD FIGHTER TOO
BIG AL ARRIVES AT S.U. TOWERS...
MORNING, AL!
CALL ME SIR, TOE RAG!
HERE ARE MY LATEST BIG POKES FOR WILD WEST SEYMOUR!
TRYING TO SNEAK UP ON ME, EH GARTH? THIS'LL TEACH YOU!
OOF!
KIK!
THIS BUILDING IS SWARMING WITH NO GOOD HACKERS AND I'M HERE TO SORT THEM OUT!
GROAN!
SORT THIS OUT, DUDE!
TUG!
AK! MY HAIR!
OH NO! IT'S YVETTE, SUPREME CHAMPION PIT FIGHTER!
THIS IS FOR GIVING ME A FOUR DAY DEADLINE ON THE LAST ISSUE OF S.U!...
CRAK!
...AND THIS IS FOR BEATING ME AT TURBO TORTOISE.
TWEEK!
TWEEK!
OUCH!
NOW FOR MY SPECIAL MOVE - THE WHIRLY-GIG ATTACK!
WOOOAAA!
SPIN
SPIN
SPIN
SPIN
WIPE OUT!
CLUMP!
YVETTE WINS!
YO! MY FIGHTER WINS AGAIN!
HUH!
COME ON, GUYS! LET US PLAY S.U. FIGHTER NOW.
YEAH.
PHIL ELLIOTT

AN AMERICAN SPECTRUM
(THE TIMEX SINCLAIR TS 2068)

The Spectrum was launched here in Britain back in the spring of 1982. It was a massive advance over its' forerunner the ZX81 and, for the first time ever, allowed affordable home computing.

It really was a complete breakthrough. Up until then everyone thought of computers as big mainframe machines with gigantic reel to reel storage, only for use in government departments or large bank head offices. The Spectrum, smaller than a hard backed book and using standard music cassettes really did bring the computer age home to a new generation.

Of course success is nearly always imitated. And the Timex Corporation, who brought modern digital watches to the masses with an affordable price tag decided the the time was right to introduce the idea of a small home computer to North America. Out of this desire and a partnership with Sinclair Research here in old blighty a new machine, The Timex Sinclair TS 2068 was born - well almost.

In 1983 the TS 2068 was launched with the familiar Z80A CPU and the same overall operating system as the Spectrum - with equivalent sound and processing abilities to the 48K version. Yet there were differences which made the TS 8068 unique to the US Market.

ADD - ONS

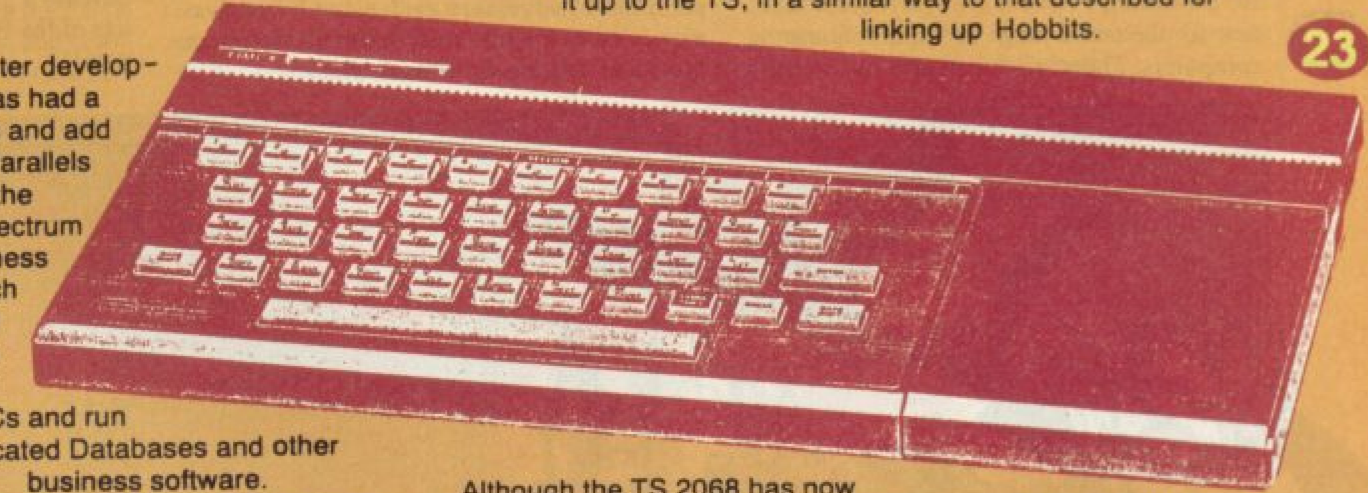
Because of the pace of computer development in the US the TS 2068 has had a very wide range of peripherals and add on features developed for it. Parallels can be drawn between it and the Hobbit - Russia's unofficial Spectrum copy, made as a serious business computer to compete at a much lower price level with PCs and thus equipped with facilities to use PC disk drives, be linked up to PCs and run complicated Databases and other business software.

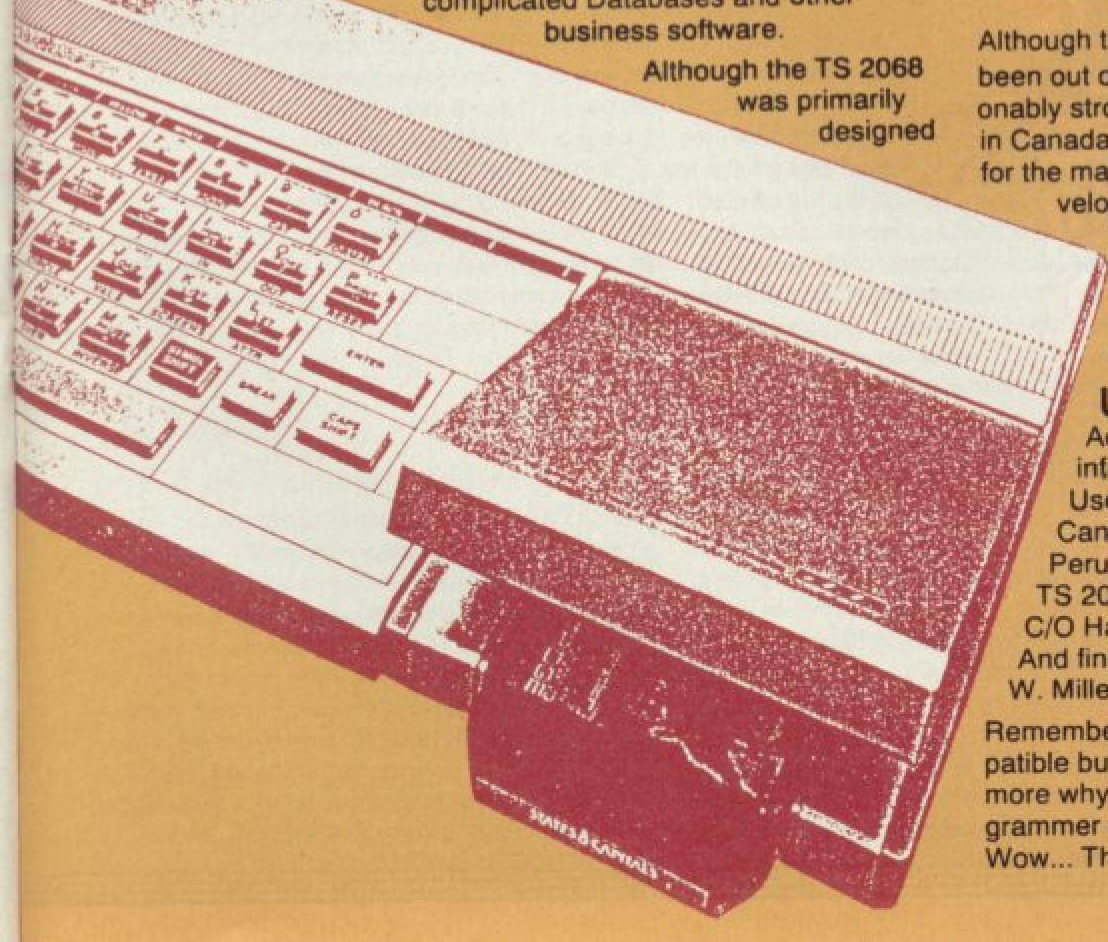
Although the TS 2068 was primarily designed to run using tape loading and saving like our very own Speccy, rather than developing a machine with increased memory capacity like the 128K machine here, American and Canadian boffins simply added on external RAM or linked it up to PC 3.5 or 5.25 disk drives allowing masses of extra memory.

Our contact in America, Bob Shade, who runs a top photography outfit in Philadelphia actually uses his TS 2068s to operate photographic equipment for complicated still work, among other things. Also, because of the problems of Spectrum incompatibility Bob actually runs a Spectrum Emulator on his TS 2068 whenever he wants to run Speccy games or software. He, like many other North American users have brought the machine far beyond the realms of the simple kid's 'home computer' which the Speccy is primarily viewed as here.

Unfortunately for the TS 2068 the pace of PC technology far outstripped it and as these machines became more accessible to the home market as the standard business/home machine (if you use one in the office why not use it at home too) the popularity of the Sinclair went out the window.

However, as well as communicating with similar machines the TS 2068 can also reach out and touch several other computers like the PC and Macintosh using MAClink and PClink. This is done by running programs on the host machine and connecting it up to the TS, in a similar way to that described for linking up Hobbits.





Although the TS 2068 has now been out of production for quite a few years there is still a reasonably strong user group in both the US and more predominantly in Canada. This user group produces most of the new software for the machine and includes Bob Shade himself who has developed a label maker program to make his life easier in the photography business. A Canadian company which supports the TS 2068 with communications devices, memory upgrades etc. is LARKEN ELECTRONICS who have a bewildering array or peripherals for the machine.

USER GROUPS

Addresses to contact user groups for fanzines and information are: Toronto Sinc-Linc, Editor, Timex-Sinclair Users Club, 14 Richome Court, Scarborough, Ontario, Canada M1K 2Y1. Also: Update Magazine PO Box 1095, Peru, Indiana, USA 46970. They deal with Z88 (QL) and TS 2068. Or: Long Island Sinclair Timex Users Group, C/O Harvey Rait, 5 Peri Ln., Valley Stream, NY, USA 11581. And finally SLIX - Sinclair Information Exchange, C/O William W. Miller, 6675 Clifford Drive. Cupertino, CA 95014-4530 USA.

Remember the Timex/Sinclair is not directly Spectrum compatible but there are a lot of similarities. If you want to find out more why not write to one of the user groups. If you're a programmer why not investigate writing something for them? Wow... The Speccy goes international!

Sor

Greetings, mortals. How time flies! Why it only seems like yesterday that Tom Frost's marvelous 'Double Agent' game appeared for the Spectrum. I remember the first time I tried to play it, on a table in a friend's dungeon. I was very impressed by the novelty of the game. Split screen graphics, two character control, cunning puzzles, oh yes!

A real winner from Tartan Software, of 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT, and who have been producing top quality Spectrum adventures for many moons now.

Meanwhile, back to the plot, yes 'Double Agent' was released minutes ago, or so it seems, and now it is available on another computer (heckle, hiss). I know this because I have seen details of two reviews of it. One we can ignore because the machine is the enemy of the Speccy, but the other appeared in something called 'Goblin Gazzette' (not my spelling mistake, it is a deliberate error on the part of John Wilson alias Mr Zenobi Software).

What is this 'Goblin Gazzette'? I hear you ask. ('What is this "Goblin Gazzette"?', see, using my amazing Sorceress powers I heard you all the way from Ireland, Scotland, Wales, France and... oh get on with it woman - Al')

Ahem! 'Goblin Gazzette' used to be known as 'Bare Bones', and it is an adventure fanzine for the entire range of popular home computers. Therefore it contains information of use to Spectrum owners, and is of use to you!

'Bare Bones' was four issues old when it changed its name to 'Goblin Gazzette' at the inspiration of the aforementioned John Wilson. It originally contained nothing more than solutions to adventure games, but it has now expanded to include such delectable items as hints and tips, news, reviews and so on.

It costs just £1.50 making it one of the cheapest fanzines around and it seems to cover just about everything that an adventure fan could hope for.

The man to contact about Goblin Gazzette is editor Les Mitchell, and the address to write to is 10 Tavistock Street, Newland Ave, Hull HU5 2LJ, long may it flourish!

Forestalling the inevitable complaint from somebody called Chris Hester, I must point out that 'Goblin Gazzette' is only ONE of the cheapest adventure fanzines around, as Chris's very own 'Adventure Coder' is just £1.25 per issue. It does, however, cover a very different area from 'Goblin Gazzette', being more about writing adventures than anything else. The latest issue, for instance, devotes a great deal of time talking about the use of the English language. (GaZZette take note!)



Witts End

THE SHREWS BURY KEY

(From where we left off):

You drift down the canal to the outskirts of the big city and leave the raft. Get express card, drop sheet, drop saw, drop wheelbarrow, sw, s, (you must buy your ticket on the train because there is a strike on!) w, s, e, s, in, (on your way to whitchurch) n, open door, in, examine rack, get stick, out, n, n, wait, (until guard arrives for payment) use express card, wait, (several times until train stops at Whitchurch). Open door, out, se, s, s, se, sw, sw, s, e, ne, give stick, (the old man gives you a diamond encrusted key) sw, w, w, n, se, s, e, e, s, dig, and that is the end!

THE HOBBLE HUNTER

(From where we left off):

Get knife, nw, n, n, e, se, ne, ne, (by a pit, and ignore the flint) w, swim, nw, examine tree, (it says 'orcs are inside are going to kill Elmaron'). Se, dismount, say to Argo 'stay', climb in window, kill orc, cut rope, (Elmaron says 'bring me wrinkle weed and I will make you an earthquake spell') e, s, kill orcs, (they run away) s, w, examine orcs, (Argo killed them) search orcs, get unicorn's horn, tie horn to pony, mount pony, say to Argo 'follow me' e, e, (the lamp has gone out) s, e, sw, w, w, w, w, (some orcs are beating up an old hag, but run away when they see Argo) examine hag, get stone, and we'll continue this next time...

THE LEGACY

(More objects and their uses):

Use the torch to see in dark locations, the key unlocks the door to the private study, move the crate to see the stairs down to the wine cellars, give the bottle of wine to the butler to make him drunk, the screwdriver is not needed, use the knife to kill the rats and to scrape the muck off the brick in the bedroom under renovation. Press the button on the infra-red device to open the garage doors, drop the rubber mat over the pool of oil in the garage so you don't slip in it and break your

rceress



But what has English got to do with writing adventures? Everything, that's what. Poor spelling and poor grammar go a long way to spoiling a potentially good game, and will deter many potential customers. If you're lumbered with one bad game, are you likely to buy another one from the same author? No, of course not.

(I was going to use the analogy of 'would you buy a record made by somebody who couldn't sing or play a musical instrument?' but having looked at the state of the singles charts, I decided that a lot of punters ARE buying records made by people who can't sing or play a musical instrument).

Probably the best known adventure writer to SU fans is Larry Horsfield who just finished this introductory PAW tutorial and game 'Dawn Patrol' in SU last month, and who has a range of superb games available, but there are others.

You may well also be familiar with the name Steve Clay, who writes adventures, and who also writes about writing adventures (if you see what I mean). He is involved in a series of PAW written games starting with 'The Taxman Cometh'.

Apart from telling you that there is going to be a third 'Taxman' game, which is something to look forward to if you enjoyed the original. I can also tell you that Steve is writing a series of articles in 'Adventure Coder' telling you all about how he wrote the second game in the series (a game called 'Tax Returns'). A most useful insight for any would be adventure programmers.

So, for all aspects of WRITING adventure games, then Chris Hestor's your man at 3 West Lane, Baildon, West Yorkshire, BD17 5HD. For all aspects of PLAYING adventure games, Les Mitchell is the one to get in touch with. Of course, if you do both...

neck, tie the magnet to the fishing rod to fish the iron bar out of the fish pond, use the iron bar to open the crate, ignore the penny whistle (it could prove disastrous!) more next time...

BERMUDA TRIANGLE

(more objects and their uses):

The lantern is needed in the caves and down the well and in the barrel (extinguish it when not needed because the oil will only last a limited amount of time, ignore the bucket of water (the bucket has a hole in it). Fill the lantern with kerosene, give the bottle of wine to the tramp, use the bronze key to turn off the force field) cross the gypsy's palm with the silver coin, the tramp will give you an everlasting match when you give him the wine, read the runes on the monolith and do what the message tells you. To be continued...

THE LOST TEMPLE

(objects and their uses):

The purse is for holding money, the teller will telex your company to send you some money, the money is needed for buying essential items and for paying the teller and the helicopter pilot, the mosquito repellent must be applied before entering the jungle, the lamp is needed in the cellar in the temple, move the boulder to find a dead lizard, the dead lizard is poisonous so give it to the snake, use the knife to cut a creeper. To be continued...

Getting you Started

PRIDE OF THE FEDERATION

(From where we left off):

Push button, w, push button, w, n, n, n, push button, e, push button, e, s, e, ne, ne (the heat generated by the computer banks counteracts the drop in temperature and you warm up again). Sw, sw, w, n, push button, w, push button, w, n, push button, e, push button, e (the aliens are all dead, and that is the end!)

SINBAD AND THE GOLDEN SHIP

(From the start of part two):

E, read spell (magic word is SHAMAN) i, drop lamp, say shaman (genie appears) hit lamp with axe (kills genie and you see a glass key) get key, e, e, e (you see a giant snake). Exam snake, exam tongue, tie rope to tongue, pull rope, exam tongue, get gem, untie rope, drop axe, e, e, e (you fall into an underground lake) swim down, swim east, swim up, swim east, lasso horse, ride horse (it heads into the lake). Exam horse, get gem, swim east, n, unlock door with key, e, e, exam idol (one hand holds a metal flask and the other hand is clenched tightly shut) exam hand, put gems in rings (the fist opens and you find a white gem) get white gem (the hand holding the flask opens up and the flask falls to the floor) get flask, put gems in flask, i, to be continued...

OPERATION TURTLE

(From the start):

I, (you are carrying a torch, a pistol, a flare gun and a compass). Hide parachute, sw, sw, open farmhouse, enter farmhouse, s, u, pull hook, exam cupboard, get headphones, wear headphones, switch on radio ('The jeweller holds the key to Pierre', and you must know the correct code to send a message). Remove headphones, drop headphones, drop flare, drop compass, d, n, leave, ne, ne, nw, e, n, shoot gypsy (if he's here!) open caravan, enter caravan, pull blanket, exam body, get note, read note ('for the help of KTFQ2T you must ask for LEIFTORTH', which is the code for 'for the help of RENATE you must

Sorceress

ask for SCHNEIDER') destroy note, leave, n, ne, get poem, read poem (you can read that for yourself!). Drop poem, sw, s, s, e, se, s, s, s (you are arrested, so I'll leave you there for now!)

WHISTLE

(From where we left off):

Exam basket, get corn, out, n, w, w, n, w, w, w, w, w, w, w, s, s, read sign, e, give corn, e, exam tree, climb tree, cut rope, down, drop knife, get rope, e. Up (by a stone altar) pray, remove mask, drop mask, get phial, down, w, w, w, w, (alchemist gives you a plant and takes phial) exam plant, e, n, n, e, e, e, e, e, e, s, e, (back at tree stump). Tie rope, get toffee and pliers, down, s, exam crack, pull lever, n, w, (by a cave) in, exam tiger, give toffee, pull tooth, get tooth, drop pliers, out, e, up, w, n, w ,w, w, w, w, w, w, n, up (by a large rock) smash sphere, get ore, exam ore, down, s, e, e, e, e, in (spaceship, and that is the end!)

THE CUP

(From where we left off):

Get boulder, push boulder, south, south, east, north, north, north, east, exam grass, search grass, get knapsack and exam it, west, north, north, east, east, ne, south, exam tree, exam junk, dig, drop trowel, up trowel, exam branches, exam nest, exam limb, crawl along limb, down, up, exam nest, down. To be continued...

Letters

John Cowley, from the ancient Roman dwelling of Bath (at least I hope it is, for all I know, when he wrote this he might have been sitting in his bath!), writes: In part two of The Jade Stone, I have managed to discover a 'secret' door in the paneled room in the castle by searching the panels. Unfortunately, I cannot now find a way of opening that door. I presume that I need to have a key to do it because it needs to be unlocked, and there is a key near the dungeon, but I can't get it. Is this the right key or is there something else I have to do?

* ***It is indeed the right key, no problems there. First of all, you need to get some wire from the top of the tower, and to do this you'll need to throw some meat to get rid of the vultures. After that, you should be wearing your Armour before going into the dungeon and killing Putron with your sword. Now the key falls into the cell through the barred door, so bend the wire and hook the key with it and away you go.***

Wendy Taylor, an old friend of ours from Sheffield in South Yorkshire writes; I got a second hand copy of Demigod recently, and it's causing me a few problems. In particular, I can't get across the sea without drowning because I'm not strong enough. Each time I think I'm going to do it, but my strength gives up and I've had it. What should I be doing?

* ***The way to do it isn't exactly obvious, though. You'll need some ice to help you, and this can be found by levering the rock wall with a plank and climbing into the revealed cave. Then examine the floor and get the ice thus found, drop the chalice, put the ice in the chalice, wait for a while, and finally drink chalice (actually, you're drinking the contents of the chalice, but the parser wants 'drink chalice'). This health giving liquid will then give you sufficient strength to make it across the sea.***

Linda Walker, another old acquaintance, this time from Ipswitch, writes; I'm sorry I keep bothering you, but the Pendant of Logryn has me stumped this time, some goblins keep putting me to an unpleasant end, and I really can't work out any way of getting past them. It's probably something very simple, but can you help me at all?

* ***Have you ever watched those old westerns on television? the Lone Ranger used to do this all the time! When chased by baddies, he'd hide behind a rock and watch as they all galloped past. Well, in this game you have to go and shout at the goblins, then go into a nearby tunnel and turn the lamp off. All you have to do then is wait, and the goblins will charge past without seeing you. When they've gone, you, the Lone Ranger, can get on with the rest of the adventure.***

J.T. Lee, residing not too far from Glasgow, writes; I'm sure there's a straightforward solution to this, but in Gods of War, how am I supposed to mend the Firetube?

* ***It is indeed a straightforward solution J.T.! The input required is FIX FIRETUBE (it would be wouldn't it?) but you must make sure that you are carrying the broken firetube, the spanner and the book. Don't forget the book whatever you do! Remember learning is the basis of our civilisation.***



SUpermart SUpermart

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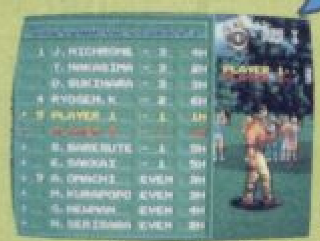
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Please note : Your ad will appear in the first available issue

COIN OPS

Coin Ops is back. We got so many letters requesting its return that we simply had to give in to the pressure. But there's a new man (?) at the helm... Yes, everyone's fave haircut, TV personality and washing powder, Ed Laurence (trade pseudonym) has picked up the sweaty reins of the country's top arcade magazine slot from Gary Harrod, intent on spending as much of Big Al's money as possible in the arcade palaces and certain other, more dubious locations in London's west end.

MAJOR TITLE 2





ADDICT FACTOR 81

Golf isn't really the sort of sport which translates easily to an arcade game, so when the IREM Corporation cracked the formula last year with Major Title (AKA The IREM Skins Game) it was a pretty safe bet they'd go after the fans' cash again with a sequel. And indeed, here it is, festooned with an avalanche of Pringle sweaters and daft trousers.

The main game concentrates on the antics of four golfers, each with their own speciality shots etc. The characters are pretty obvious too: there's the distance hitter, the one that's really good at putting, the bloke who's dead smart at curve shots and the like, and the safe all-rounder who's there for beginners. Each of these golfers is playing 'Skins' against each other. This basically means that each hole has a set prize, and whoever beats the hole in the least shots wins it. If it's tied, the prize is carried over to the next hole, and so on until someone scoops the greenbacks. The golfer with the most Skins at the end of the game gets the loot.

As you'd expect from an arcade game, the action is designed to be fast and slick as opposed to realistic, so don't let your sense of realism hold you back from some impossible looking shots! Just about anything is possible. First of all, choose your club (although the computer usually selects the best one for you), then set the strength of your hit. Then fine tune the direction of your pitch, alter your stance if required for curve shots, and whack the ball.



There's always one trouble maker and this game's is called the shotometer. This is a small red gauge with a white line in the centre in which a pointer bounces up and down. The idea is to stop the pointer either in the middle, for a dead straight shot, above the halfway mark for a low shot or below the line for a chip shot. Also, it's advisable to steer well clear of the very top or bottom of the gauge as these zones invariably lead to failed shots.

As you can see, it's an extremely simplified version of the sport, but is still absorbing and great fun to play. Don't worry if you haven't got a clue about golf, it's really easy to pick up how the game works after a couple of holes. Don't expect the appeal to last forever though, there just isn't enough long term challenge, but Major Title 2 is definitely a good break from all the killing.











Ch ch ch chi gringo, you no good varmint. Yes, that's right folks, roll up it's Wild West time once again with Heated Barrel from TAD, the people behind such arcade faves as Toki, Blood Bros and Cabal.

The plot centres around four 'wacky' cartoon Western characters, Howdy Pardner, a tough rootin' tootin' sheriff with a big gun, Chi Chi Gringo, a boomerang toting bearded Mexican, Little Plum a stereotype Indian brave and Billy Six Guns, a wily quick-on-the-draw roving Clint Eastwood type chap. These four hombres have pledged to rid Dodgem City of outlaws, ne'er-do-wells and, erm, ghosts.

What ensues is a horizontally-scrolling simultaneous four-player blasting frenzy stuffed with cartoon-like graphics and effects and plenty of shooting. Each character has their chosen weapon which may be powered up by collecting the right icons until the stage is set for a feast of doom and death. Of course, it's not all as grizzly as it sounds, being played out as it is in true cartoon form, with plenty of comedy charred skeletons thanks to the fire-breathing boss and so on.

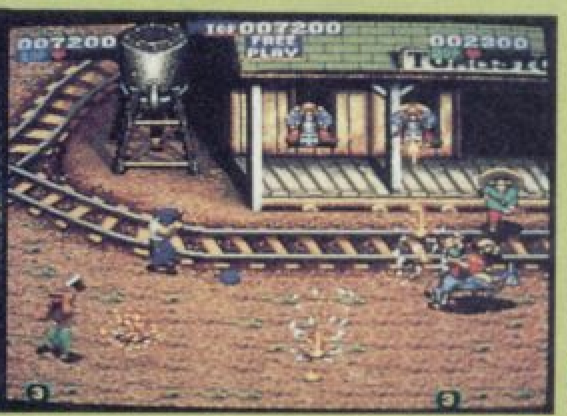


HEATED BARREL 78

Heated Barrel isn't exactly original, and it moves a bit slowly, but it's actually quite good fun to play. Not a completely addictive coin swallower by any means, but certainly a fun blast for a couple of games.





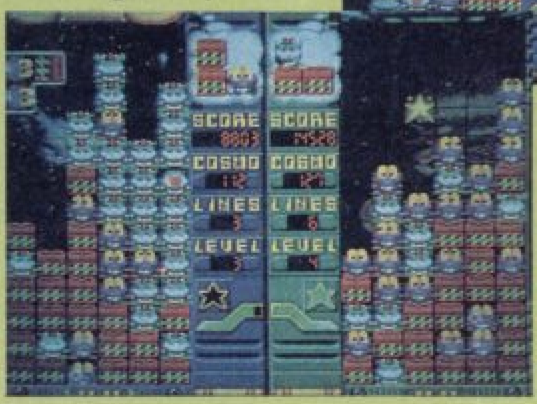


COSMOGANG THE PUZZLE



Now here's a strange phenomenon. The Cosmogang started out as a mechanical shooting gallery where a number of plastic Cosmo aliens ran towards the player whilst light guns enabled those under attack to defend themselves from the Cosmo onslaught. The Cosmogangs are hugely popular, big business, game characters in Japan, and this is now their third arcade game. It's best described as a sort of CosmoTetris.

Blocks of aliens (of which there are two breeds), detonators an explosives fall down the screen. It's up to the player to arrange in the right sequence to blow a load of aliens up and eliminate the threat they pose to world security. If the pile reaches the top of the screen, however, it's game over.

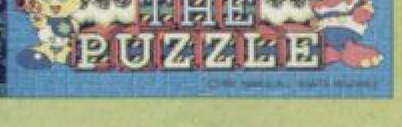




Cosmogang - The Puzzle isn't original in any way. However, it is quite enjoyable for a while. Most people have had their fill of Tetris by now, and those who haven't are emptying the pay Tetris machines around the country, but if you yearn for some puzzle action and Cosmogangs has made an appearance in your local arcade, certainly give it a whirl.







ADDICT FACTOR 76

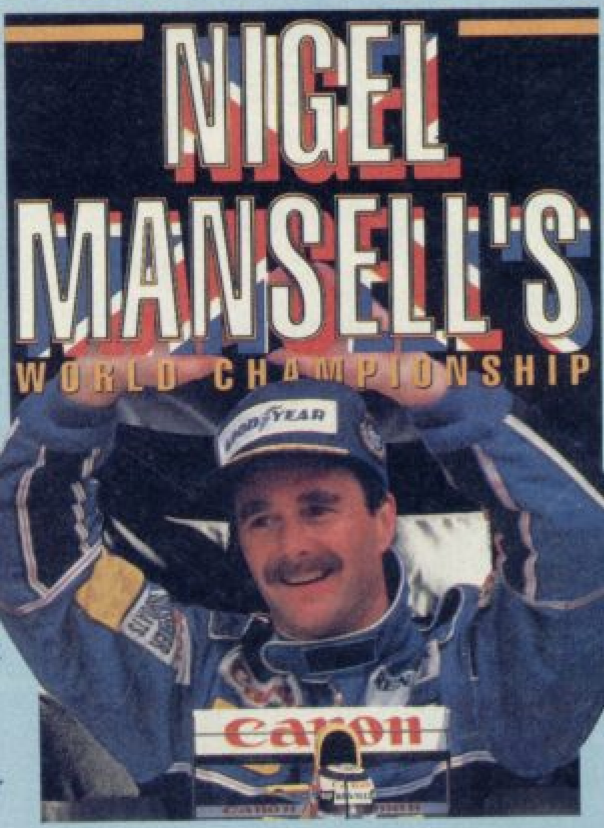
GAME: NIGEL MANSELL'S WORLD CHAMPIONSHIP
COMPANY: GREMLIN PHONE: (0742) 753 423

What about our Nige, eh? Not only has he got Britain's biggest eyebrows but he's also gorn and won the World Formula One Championships. It's only natural that someone should bring out a game to celebrate the big occasion. And they have.

That someone is Gremlin, and the game's called (surprise, surprise) Nigel Mansell's World Championship. The man's popularity has never been higher, nor have his fees but, unlike Williams you don't have to foot the million dollar bills to take part in the action.

It's more than just a racing game, though. To win the World Championship takes planning as well as good driving. And you need to know a bit about aerodynamics, too!

Nige's World Championship promises to have a wide range of options. You'll be able to choose which world famous driver you want to be and, if you're an egomaniac, you can change the driver's name to your own. There will be control preferences, driving school practice grids, competitions and of course the creme de la creme of motor racing wickedness, the World Championships.





Before you race, you'll be given the opportunity of tuning your car. Settings include manual or automatic gears, gear ratios, aerofoil angle and tyres. If it's raining, you'll need wet weather tyres and you may even need to play around with the aerofoil and gear settings, but play them as they come first, just to get the feel of them. Then off to qualifying...

Qualifying seems set to consist of two laps of the track against the clock, but be careful, other contestants will be out to improve their times too. The lap time to beat appears on the screen and you have to get as close to it as you can or even beat it.

The opponents are all names you know from Formula One, so you can honestly say that you've beaten Alain Prost or Ayrton Senna when you take your position on the winner's rostrum and receive a standing ovation from your peers. There is a season password system being built into the game aswell so you can stop mid-season if you want and go back to it later. Thus there's no need to start a new season every time you play.

As said earlier, this is more than just a racing game. it takes skill and judgment to win through a complete racing season.

30



You can choose your circuit from a total of 16 and a lovely globe shows you exactly where you are going to pollute the air with high lead fumes. A map of the track is shown too, so you can see if you like it before playing.



Nige himself started his career driving little more than souped up go-carts, but you are spared all this career developing and building and get off to an easier start behind the wheel of the real thing.

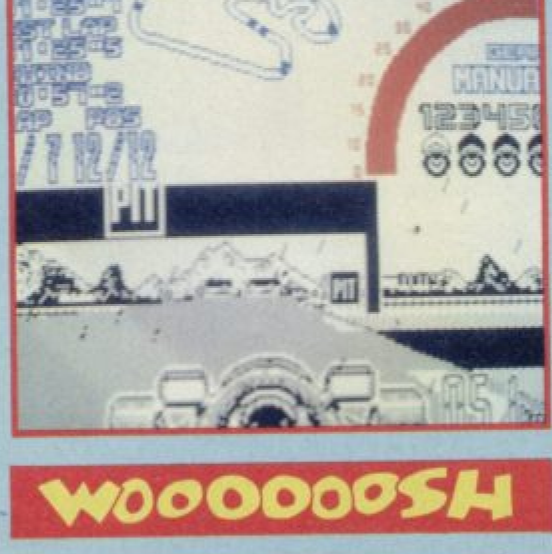
The single circuit is a good way to begin. Get used to the controls and win a few races, then you can start a full season.

Full details of each track will also help you make your decisions and, if you learn them all, will make you seem all knowledgeable among your motor racing friends at the beginning of the next season.

You'll need to experiment with the aerofoil settings and the gearbox as well as the tyres to see it through a full season.

Nigel Mansell's World Championship looks like a darn fine Formula One game for the Speccy. Definitely one to watch out for. We'll have a full review in the next issue of your fave mag, SU.







WOOOOOOSH

PIT-FIGHTER

GAME: Pit Fighter
LABEL: Hit Squad
MEMORY: 128K
TAPE: £3.99





Everyone has a secret little pastime. I find happiness in train spotting, while Big Al' looks as though he participates in a spot of Pit-Fighting in his spare time! How else can you explain his bleary eyes, blank expression and general complete disarray every Monday morning?

In Pit Fighter the Tengen coin-op conversion two-players may compete as either Ty, Buzz or Kato. Ty the kickboxer is the most agile of the three. Buzz is a powerful, but slow moving, ex-wrestler and Kato is merely your common or dojo third degree karate black belt (see Peter Sellers' 'Pink Panther' movies).

The enemy is known as 'The Executioner' and 'The Ultimate Warrior' (the ultimate bad guy and your last opponent). To reach the 'Ultimate Warrior' you must first battle past seven other opponents. After every third bout your fighter enters into a grudge match with a mirror image of himself for bonus cash and a harder reputation (like Ed Laurence's).

In the excellent two-player



mode another character can be controlled by a friend or enemy, whichever you like. Just make sure you've practiced enough to whop him.

The main sprites scale in and out of the screen in much the same way as their arcade parents, with some decent sound effects too. Most worthy of note is the incredible title screen and accompanying sound track. Although a touch awkward at first, character control soon becomes second nature and beating the living blazes out of the computer, or even better a friend, is very satisfying. Good value at this price.

scores

GRAPHICS	92
SOUND	79
PLAYABILITY	82
LASTABILITY	82

OVERALL 84%
Paul Davis

I was impressed with Pit-Fighter's superb graphics when it was first released and at this budget price it really is a stylish steal.



Steve

Even with Street Fighter II claiming all the glory at the moment Pit-Fighter still contains some unique features (the use of weapons for example) to mark it out as a worthy addition to any beat'em up fan's collection.

SMASH T.V.

GAME: Smash TV
LABEL: Hit Squad
MEMORY: 48K/128K
TAPE: £3.99



The most violence viewers can expect from a TV show at the moment is the occasional outburst from the luckless participants on Beadle's About. However the future, according to Acclaim anyway, holds far more interesting entertainment in store for violent lunatics out there in TV land.

Smash TV is in the style the old Robotron coin-op although heavily enhanced to produce a vision of a future TV show caught somewhere between Rollerball and the Running Man, in which the contestants really do have to fight for their prizes. The player enters a labyrinth of arenas that are stocked to the lofty rafters with stunning prizes, power ups and, unfortunately, large bands of psychotic mutants and robot destroyers, intent on making sure that the only thing people leave the studio with is an ID tag and a death certificate!



Not to worry though... well, much anyway, because the goodly host of this show has left a small selection of weapon power-ups and protective shields for the taking if the contestant is quick enough to take advantage of them. Don't be fooled by this kindness however, because this remarkable display of brotherly love is a means to a terrible end and the wily Beadle descendant only wants to save you to get a chance at killing you himself.

Remarkably Probe have included all the most important features of the game apart from the co-operative two-player option. The sprites are all huge and the controls are adequate, though not perfect as the coin-op allowed for the contestant to fire in one direction whilst moving in another.

Smash TV is satisfyingly playable on the Spectrum and with front seats for the show now going for a song, is a blast well worth viewing.



Steve

Smash TV is a tough conversion for any system but this is very good indeed. Sure, it doesn't have quite the same feel, and the two-player mode is missing, but the overall look of the game is cool.



GRAPHICS	90
SOUND	74
PLAYABILITY	85
LASTABILITY	84

OVERALL 86%
Paul Davis

Smash TV, the coin-op, is notorious blood 'n' guts attitude to the shoot 'em up theme. This conversion is as good as can be expected and, although slightly frustrating at times, fits the bill very nicely.



CH
O .

Cor, is Steve 'Mr. Checkout' K
most didn't get this month's
spent all his annual leave in Hol
Warner, just to return home and
midget. Oh well, life must go on.

TV OR NOT TV

What is the world coming too? I mean nothing's the same as it used to be, is it? Take TVs. I remember the time when a TV was square and hadn't more than five knobs on the front and two channels! (Well actually I'm not that old!). Today they come shaped like space helmets, books and anything else you care to imagine. Even Hi-Fis have changed. Nowadays they look more like UFO's than portable music machines! This one for example could be a cigar for all I know, but what a cigar! This spiffy state of the art piece of kit comes directly from a factory in Japan and is complete with tape deck, radio, auto reverse, CD, extendible speakers, LCD display, auto search and full remote control. What a baby! Victors's marvel weighs in at a hefty £300 though so don't rush out to get one just yet, wait 'till your birthday!

Price: £299.99





CLOCK THIS

It's funny that we should be on the subject of objects not looking how they used too because here we have one of the strangest clocks I've ever seen. I actually thought it was a new fangled TV when I first laid eyes upon it! These 'crash helmet' clocks come in two colours and are fitted with special superloud alarm buzzers so that even the deepest of sleepers will have no excuse for being late for school after the holidays. Mums and Dads should buy now as parents all over the country will be rushing out for one of these for their little 'darlings'!

Price: £4.99



RADIO GAGA

More Hi-Fi related high jinks comes in the form of these rather spiffy headphones. However, looks can be deceptive and these are no ordinary ear pluggers. Oh no, they hide something a whole lot more fun a full headed stereo radio unit! This has to be the most stylish and comfortable all- -in-one headphone radio equipment I've ever seen. The reception is fantastic from just about anywhere, including very hard to reach places like car parks and bridges. They sound cool and they look cool, what more could you want?

Price: £15.99

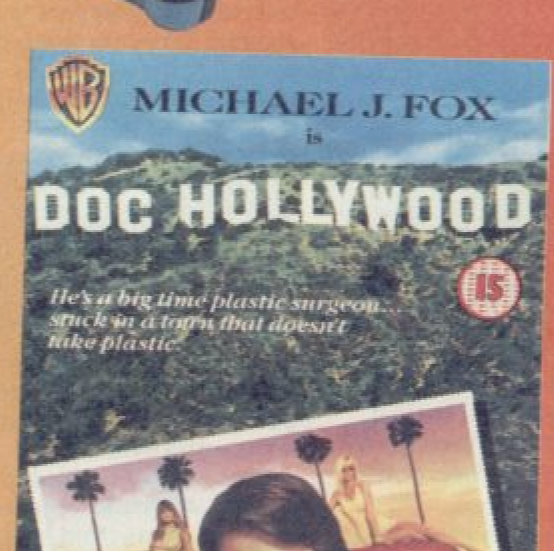
VID

DOC HOLLYWOOD

The ubiquitous Michael J. Fox stars in this incredibly average flick about a Beverly Hills plastic surgeon. The Doc happens to commit a traffic violation whilst driving through a small sleepy southern town called Grady. And in return the court sentences him to 32 hours of community service to be worked in the local hospital. Fox is determined to leave Grady as soon as possible but begins to have second thoughts after meeting the local ambulance driver, played by the beautiful Julie Warner. The doctor's natural brashness and egotistical self centered personality constantly oozes out of his smug body though and the girl is in two minds as to whether she wants to know him at all. There's actually a great cast on this project, but it's not a good sign when a film comes out onto video and hardly anyone's ever heard of it before (except Garth of course). However, you know what you're getting when you pick a Michael J. Fox movie and what the film lacks in script it makes up for with a few awkward laughs - just about.

Price: £12.99

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4

PROJECT

Anyone seen Universal Soldier? Well you've just about seen Project Shadowchaser then because the basic story line is exactly the same, if not better. Project Shadowchaser is the billion dollar brainchild of military scientist Joseph Kinderman, played by the wonderfully insane Joss Ackland. His dream is to create a perfect synthetic warrior that he can clone and sell onto the government for a huge profit. However, after creating his deadly mutation everything starts to go horribly wrong and the highly intelligent killing machine breaks loose and goes berserk. No one is tough enough to take the mutant out so the FBI hatch a plan to defrost a ruthless murderer who's been cryogenically frozen and let him take the monster on. The best laid plans of mice and men backfire though as the idiots thaw out the wrong man - instead of the homicidal killer they bring back an ex-pro footballer!

Unfortunately the mistake is not noted until it's too late and the footballer has to face the enemy android. With a high rise hospital wired to explode and the President's daughter held for ransom, the pro gives it his best shot against the mechanical maniac. Terminator meets Die Hard meets Blade Runner in a futuristic tale of comic proportions that just about pulls it off. Special effects are convincing, the action's top notch and any film with Meg Foster in it wins my vote. Best film of the month!

ECK
U . T

' Keen jealous of Michael J. Fox or what? He al-
h's bag of goodies in on time because he's just
lollywood auditioning for parts alongside Julie
nd find her in a movie alongside the mighty
on. (Dream on Steve!)

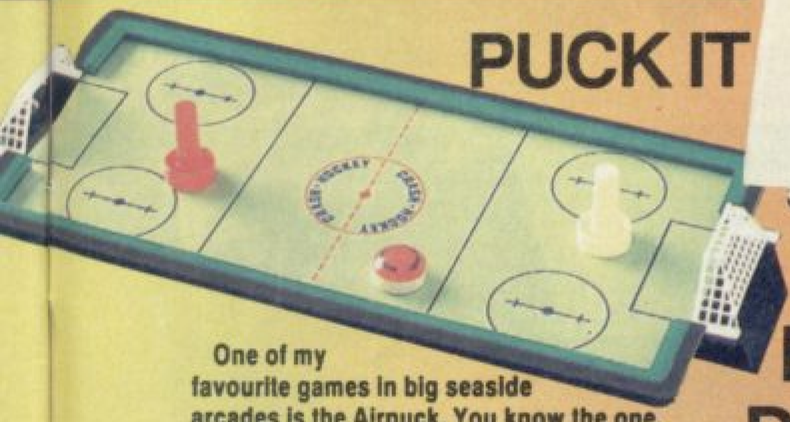


FOOTING THE BILL

Here at Checkout Towers strangeness is our middle name and not many items come stranger than this. This beauty could be the number one puzzle on the Christmas edition of Tomorrow's World, where they have to guess what the new inventions are. Any ideas yet? Well, I'll put you out of your misery by telling you that it's a shoe warmer/dryer. That's right! How many times have you come in from a down- pour with soaking wet trainers or shoes that take days to dry off? Well now you can place the offending items over the two nozzles, set the 180 minute timer and hey presto, perfectly bone dry pumps! Great eh!

Price: £20.99

PUCK IT



One of my favourite games in big seaside arcades is the Airpuck. You know the one. You have a huge table perforated with thousands of tiny holes where air is forced out at great pressure. At each end of the table there's a pocket, or goal, where you have to get the plastic puck for a point. To get the puck in the hole you whack it around the table with two paddles, at great speed and using all the crazy angles you can. The disk floats on the pockets of air beautifully and travels incredibly fast. The only bad thing is that not many people could get one of these into their home, but now there's a mini alternative. There aren't any air holes but the principle's the same and a lot of fun too.

Price: £9.99

BACK TO THE DRAWING BOARD



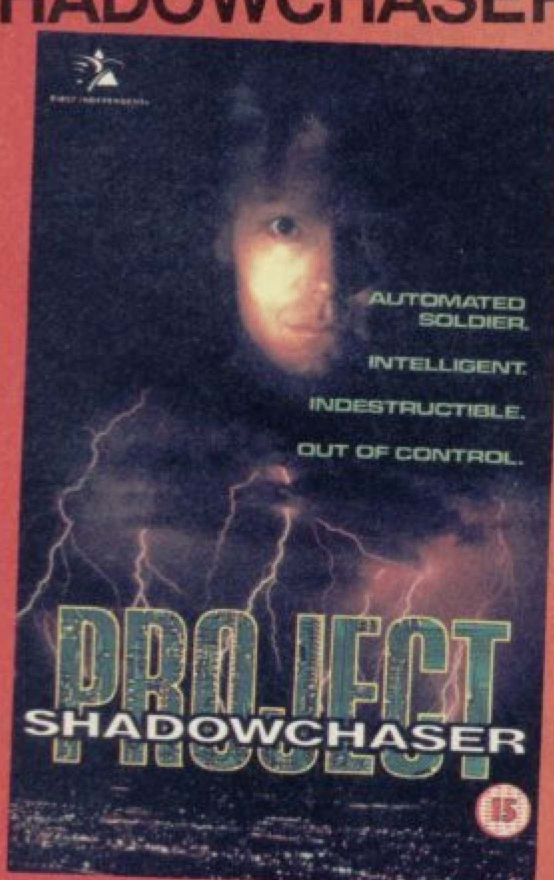
Remember the Etcha Scetch a few months back, a square board that let you draw shapes on it and then make them disappear magically by shaking the box? Well someone's invented a circular version. Goodness knows how it works, but it just goes to show that there's no limit to man's ingenuity!

Price: £20.99

EOS

CT SHADOWCHASER

Price: £12.99

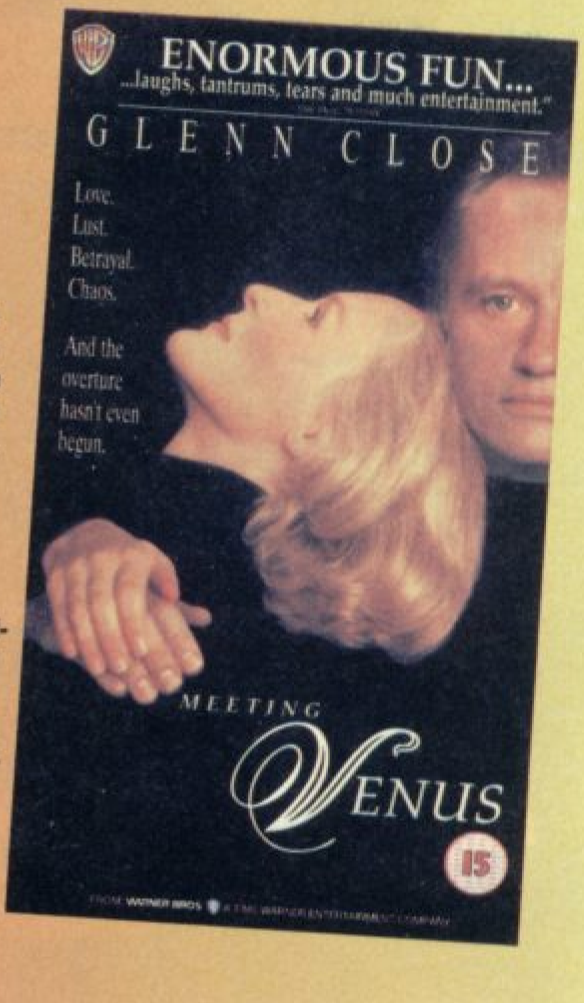


MEETING VENUS

A big name actress, a well known director and world famous singers, how on earth could this film fail? Easily, that's how. Meeting Venus is David Putnam's romantic comedy starring Glen Close as the Swedish soprano Karin Anderson who comes to Paris to star in a multi-national production of Wagner's opera 'Tannhauser.' The performers are supremely confident on stage but behind the curtain and in the wings it's a different story. Jealousy, nerves, tantrums and insecurity plague the cast and fuel the fact that this show was doomed from the beginning. Just to complement the temperamental performers' efforts at wrecking the show the dancer's union also decides to strike, an environmental action group demonstrate outside and the sets begin to fall down about their ears. The icing on the cake is that Karin and the Hungarian conductor are having an affair. Sounds interesting? Pah! Boring old drivel. Give me some good old fashioned action or laughs anytime.

Price: £12.99





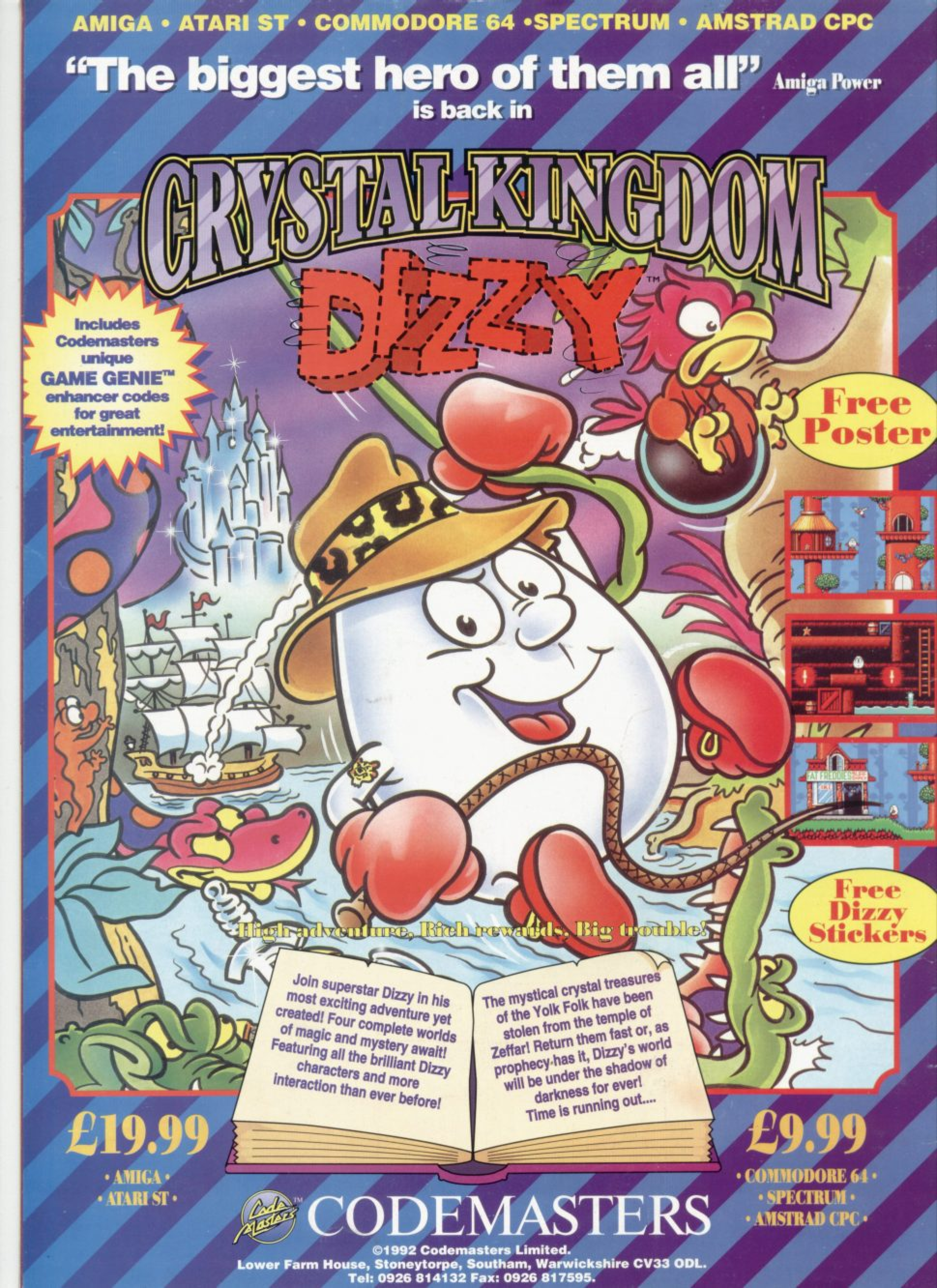
NEXT MONTH



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